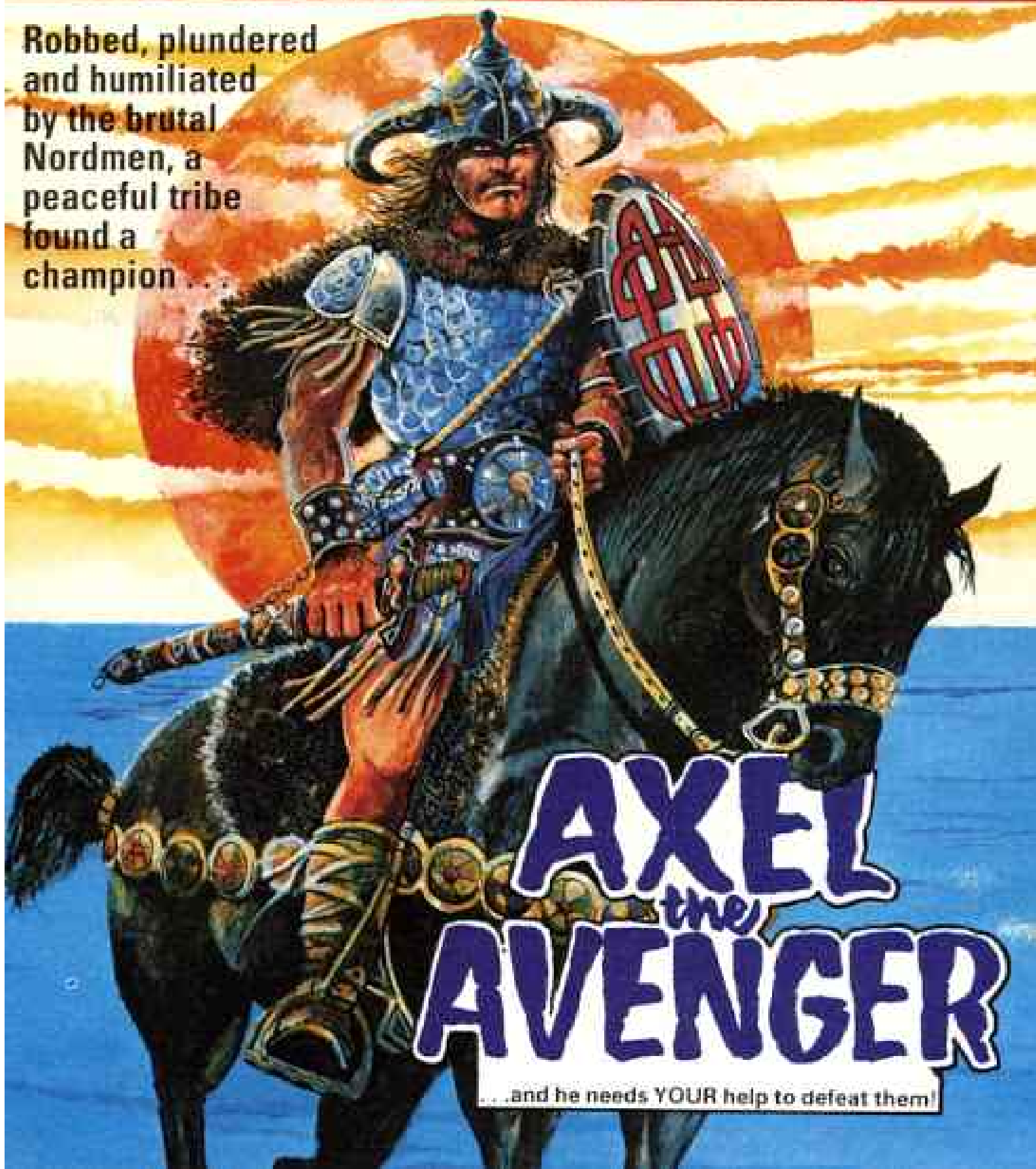


STARBLAZER

24p

SPACE ROLE-PLAYING GAME IN PICTURES No. 158

Robbed, plundered
and humiliated
by the brutal
Nordmen, a
peaceful tribe
found a
champion...



AXEL the AVENGER

...and he needs YOUR help to defeat them!

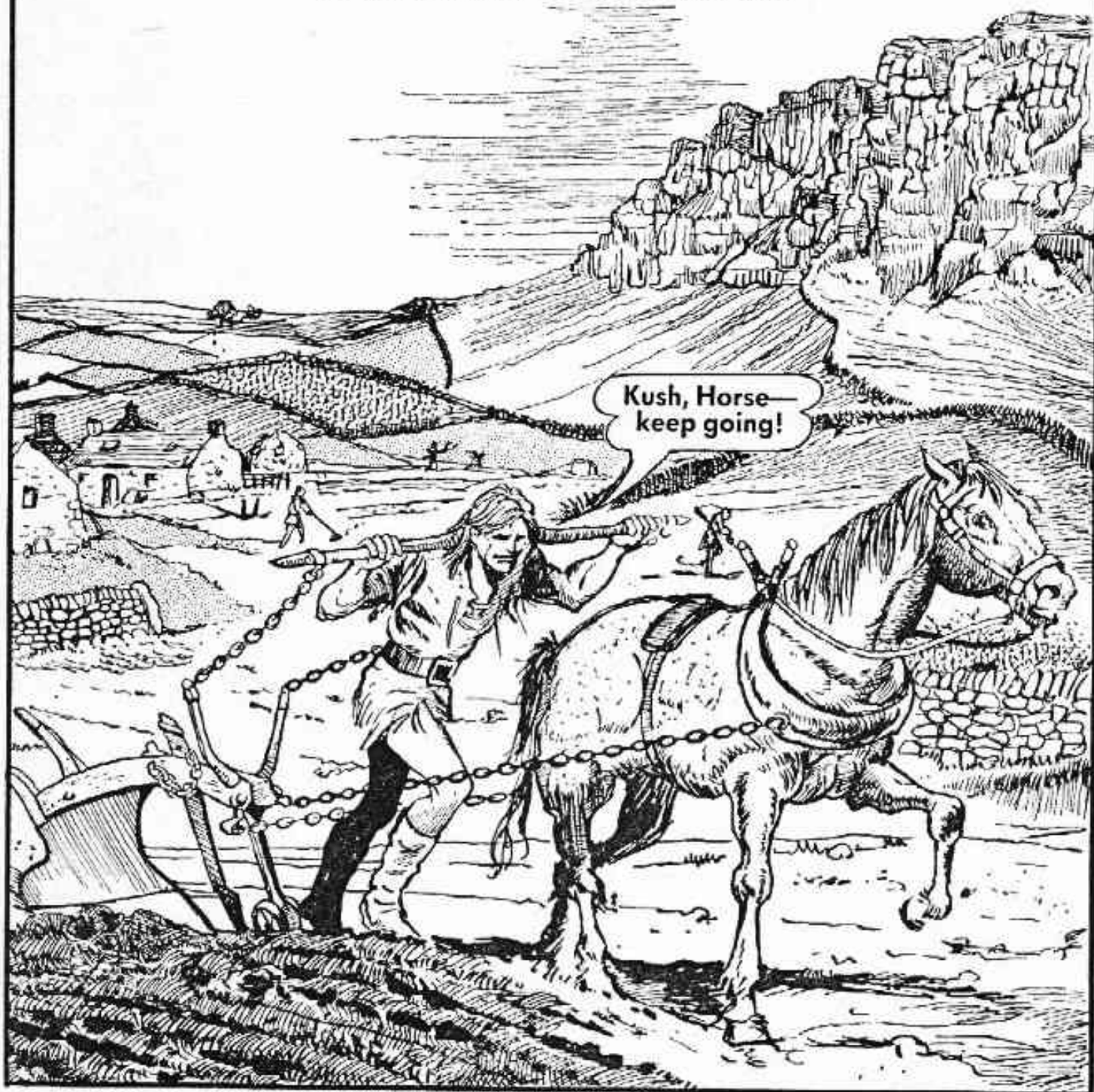
STARBLAZER

AS THE WINDS OF WINTER SUBSIDED, THE COLD, HALF-STARVED VILLAGERS CREPT FROM THEIR DRAUGHTY DWELLINGS TO PLOUGH AND PLANT FOR THE NEXT WINTER. WEEKS OF BACKBREAKING WORK WERE ALMOST COMPLETE, AND ALREADY A STOCK OF FOOD WAS BEING BUILT UP.

THEN CAME THE NORDMEN... MURDERERS, ROBBERS, SCUM FROM THE BARREN WASTES. FOOD WAS THEIR GOAL, AND PLENTY OF IT TO LAST THEM THE WINTER. ANYBODY WHO RESISTED WAS HACKED DOWN. BUT SOMEBODY HAD TO RESIST, OR THE VILLAGERS WOULD DIE! ARE YOU BRAVE ENOUGH TO HELP AXEL RESIST... IF SO, READ ON!

AXEL THE AVENGER

FOOD WAS SCARCE AND EVERY AVAILABLE PATCH OF GROUND WAS CULTIVATED. WHILE THE WOMEN AND CHILDREN CRUSHED THE GRAIN FOR FLOUR, THE MEN TOILED IN THE DREADFUL HEAT.



THE BACK-BREAKING TOIL WAS INTERRUPTED BY A CRY —

2



Slay them — we need their food!

3



THE YOUNG PLOUGHMAN, AXEL, WAS STRUGGLING TO RELEASE HIS CHAINS WHILE HIS SLUGGISH BRAIN TRIED TO FIND AN ESCAPE ROUTE.



THREE THOUGHTS FLASHED THROUGH HIS MIND — STAND FAST, RUN, TRIP THE HORSE. BUT WHAT WOULD YOU CHOOSE FOR HIM? IF YOU CHOSE TO TRIP THE HORSE, GO TO PIC 9. STANDING FAST, TAKE YOU TO PIC 8. RUNNING, MOVES YOU TO PIC 5.

AXEL RAN FOR HIS LIFE . . .

5



. . . BUT THAT JUST GAVE HIM
A FEW BRIEF SECONDS, BEFORE . . .

6



...DEATH OVERTOOK HIM!



NOT A GREAT CHOICE! THE HORSE WAS OBVIOUSLY FASTER. AXEL WASN'T ARMED, AND WHERE WAS HE GOING TO ANYWAY? SOME AVENGER YOU ARE! GO BACK TO THE BEGINNING, AND START AGAIN.

8

AXEL STOOD FAST, BUT THE HORSEMAN DIDN'T PULL UP—

Die!!



AND AXEL OBLIGED! HIS CHANCES OF SURVIVING A CHARGE BY A HEAVY HORSE WERE NIL! GO BACK TO PICTURE 1 — REMEMBER, YOU HAVE TO STAY ALIVE TO AVENGE ANYTHING.

HOW ARE YOU GOING TO TRIP THE HORSE? MAKE A NOTE BEFORE MOVING ON.

9



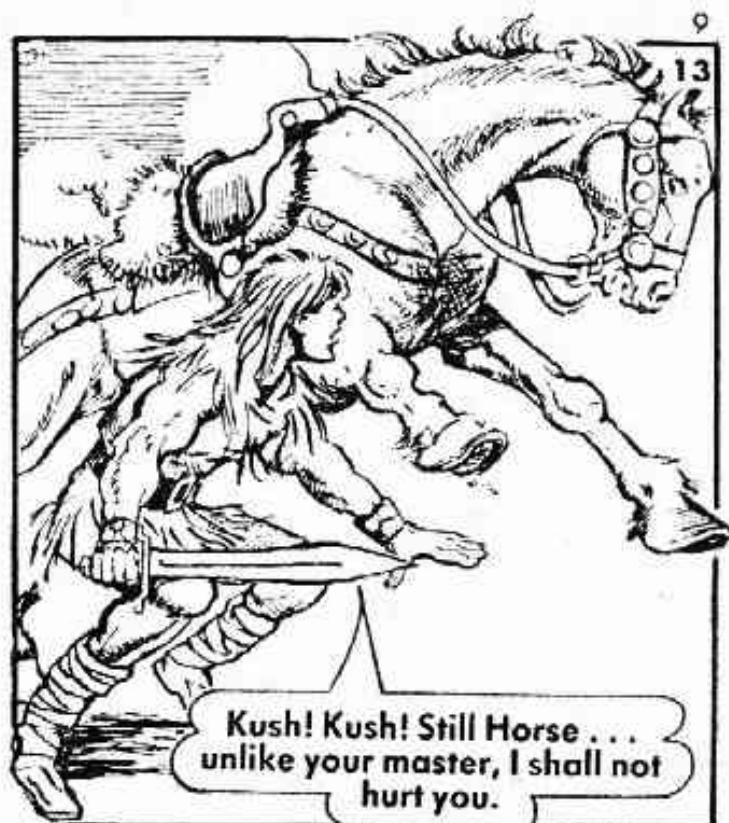
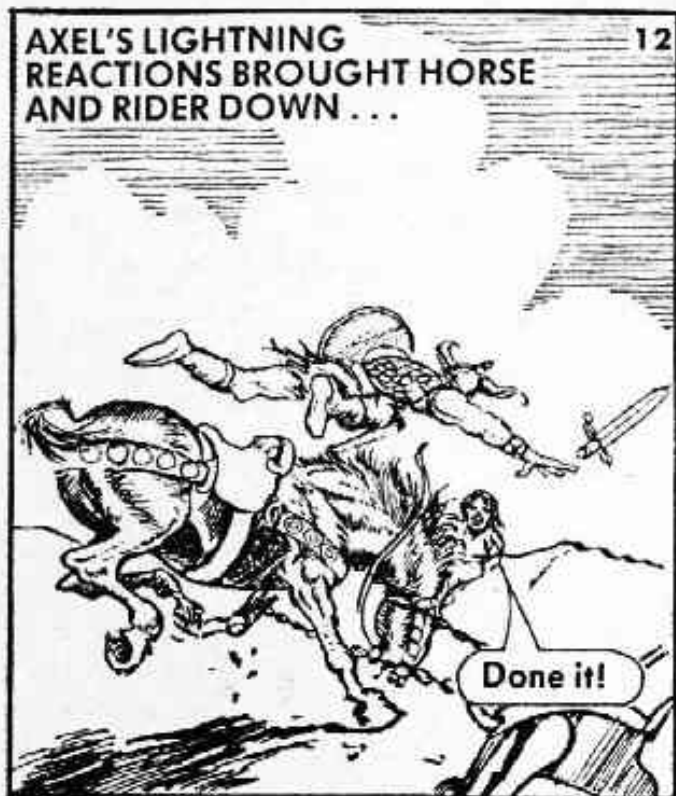
AXEL WAITED UNTIL THE LAST SECOND BEFORE DIVING CLEAR TO DRIVE THE YOKE DEEP INTO THE SOIL.

10

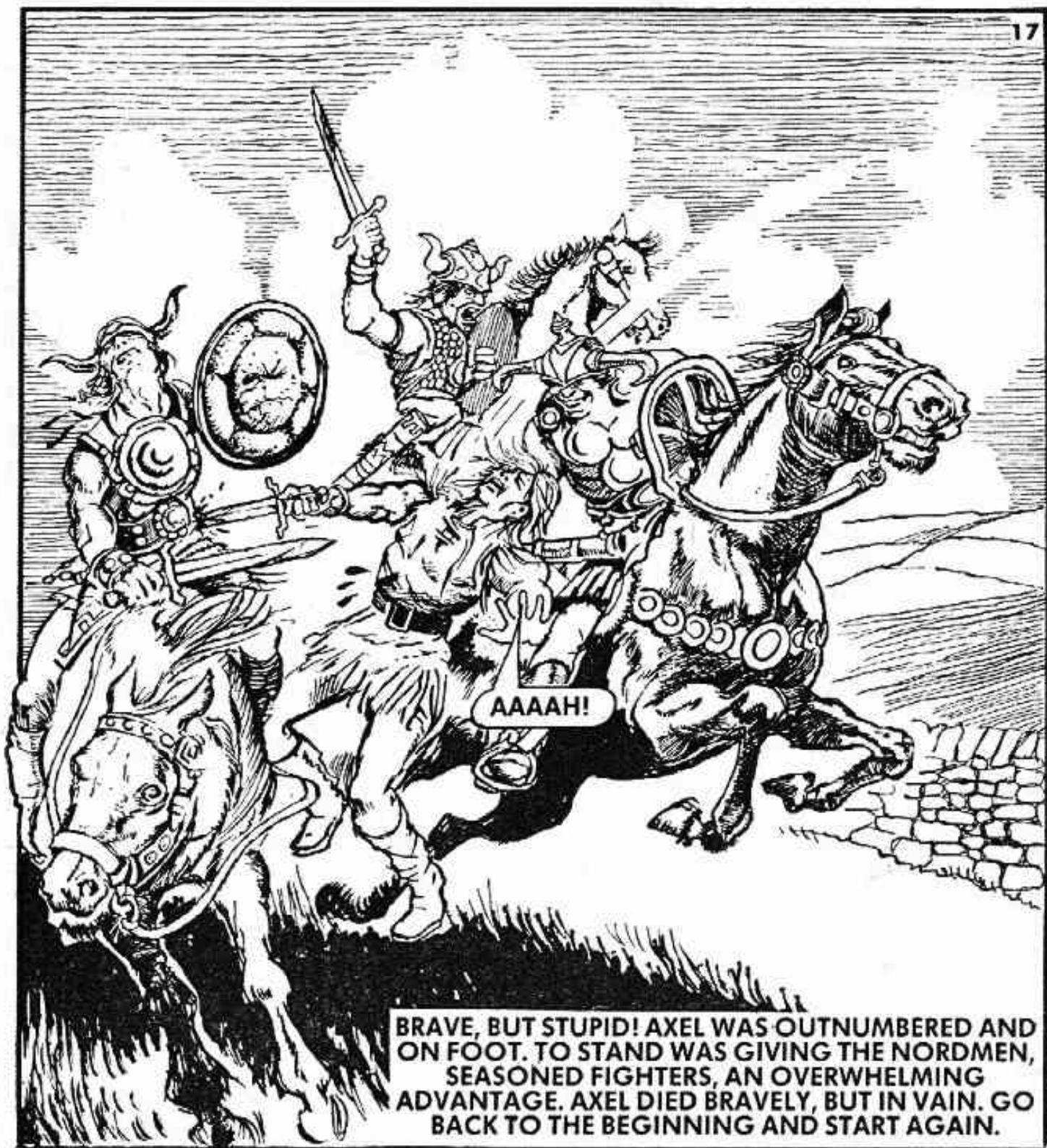


11

ONLY IF YOU HAVE THE EXACT DETAILS OF HOW TO TRIP THE HORSE CAN YOU GO ON . . . IF YOU HAVEN'T, THE TASK IS OVER — WITH NOTHING TO ANCHOR THE CHAIN, AXEL WOULD HAVE BEEN DRAGGED WITH THE HORSE AND KILLED BY ITS FLAILING HOOVES. BACK TO THE BEGINNING.



SO YOU THINK HE SHOULD FIGHT . . . BUT HOW?
STAND AND FIGHT, TAKES YOU TO PIC 17. CHARGE
THEM, TAKES YOU TO PIC 18.



AXEL DID THE UNEXPECTED! HE MOUNTED THE HORSE AND CHARGED. A COUPLE OF NORDMEN WERE SLOW TO REACT.

18

Fight, you
murderers!



BUT WHICH HORSEMAN DOES
AXEL ATTACK? THE ONE ON
HIS RIGHT, GO TO PIC 19. LEFT
TAKES YOU TO PIC 22.

19 OUT OF RANGE OF ONE
NORDMAN'S SWORD,
AXEL ATTACKED.



First I block
your thrust . . .



ALTHOUGH UNCERTAIN OF
THE HORSE, AXEL MANAGED
TO CONTROL IT WELL
ENOUGH TO FOX THE
NORDMAN.

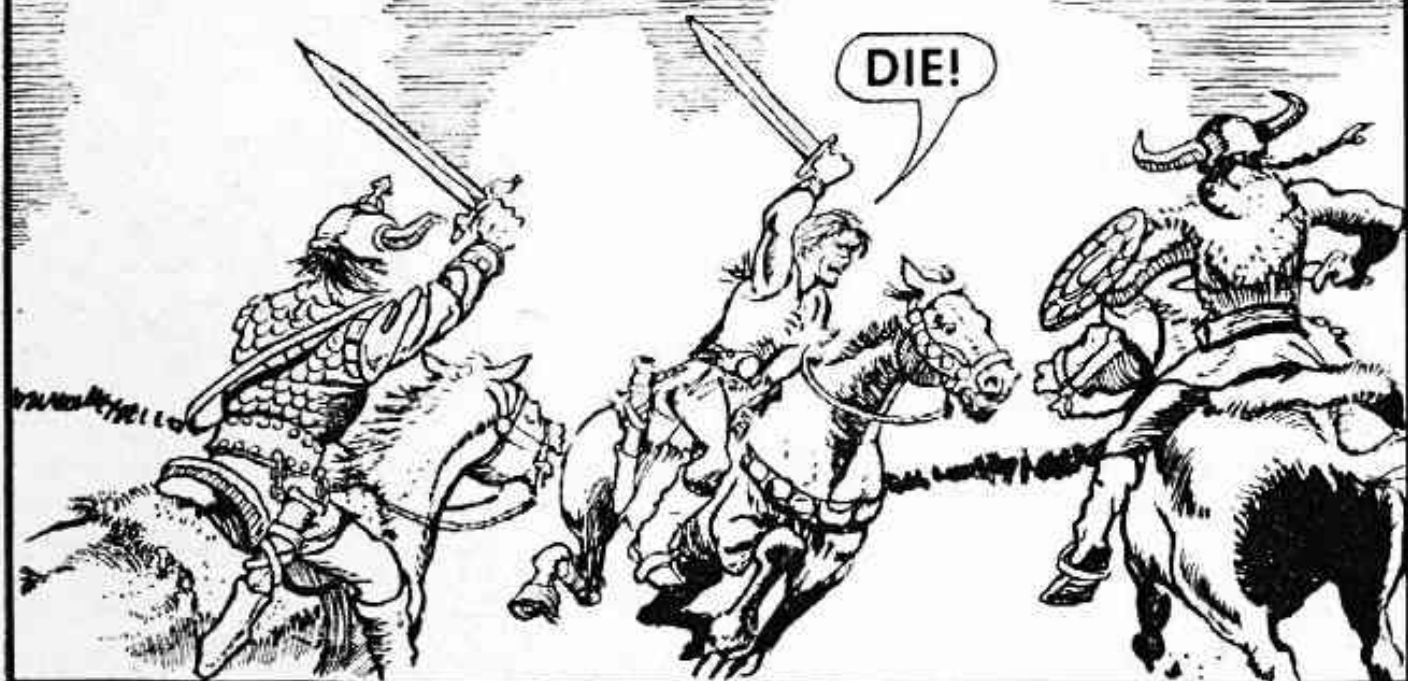
Then I thrust.



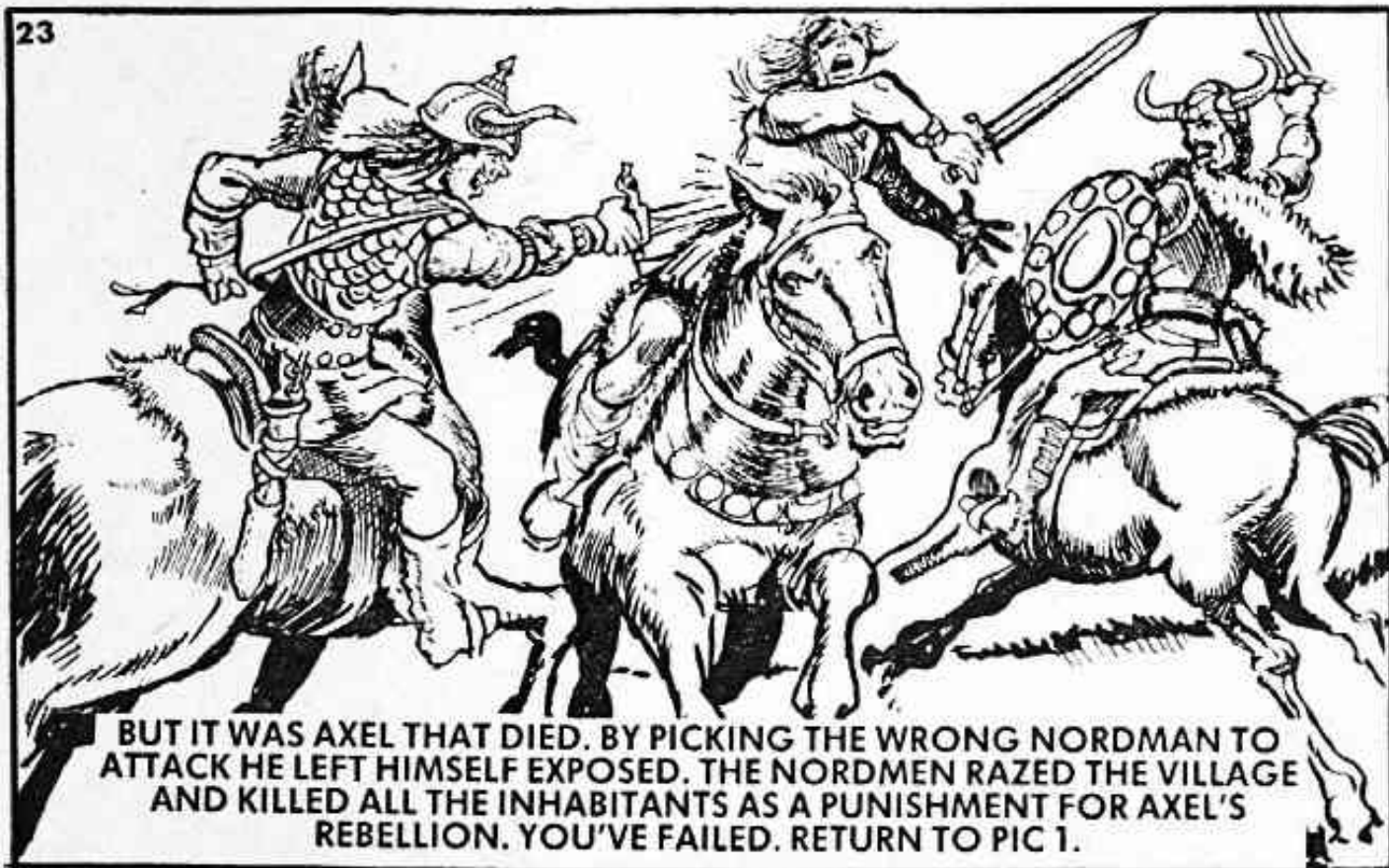
AXEL REALISED THAT THE NORDMAN ON HIS LEFT WOULD BE
UNABLE TO REACH OVER THE NECK OF HIS HORSE TO STAB
HIM, AND THUS PICKED THE OTHER TO ATTACK.

22

AXEL RAISED HIS SWORD
TO ATTACK THE NORDMAN
ON HIS LEFT—

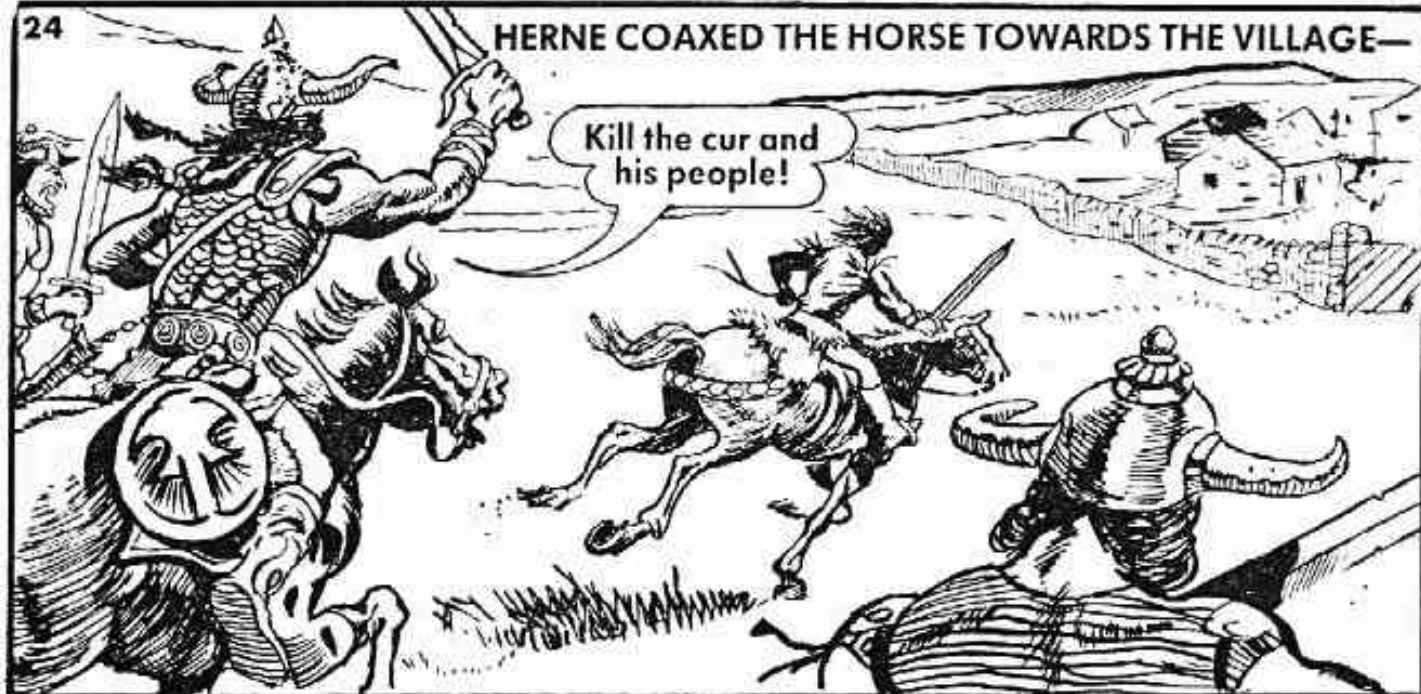


23



BUT IT WAS AXEL THAT DIED. BY PICKING THE WRONG NORDMAN TO
ATTACK HE LEFT HIMSELF EXPOSED. THE NORDMEN RAZED THE VILLAGE
AND KILLED ALL THE INHABITANTS AS A PUNISHMENT FOR AXEL'S
REBELLION. YOU'VE FAILED. RETURN TO PIC 1.

HERNE COAXED THE HORSE TOWARDS THE VILLAGE—



25 SPURRED ON BY ENCOURAGING WORDS, HORSE CLEARED THE STONE WALL.



26 AXEL DID NOTHING AND SILENTLY THE VILLAGERS WATCHED THE NORDMEN.

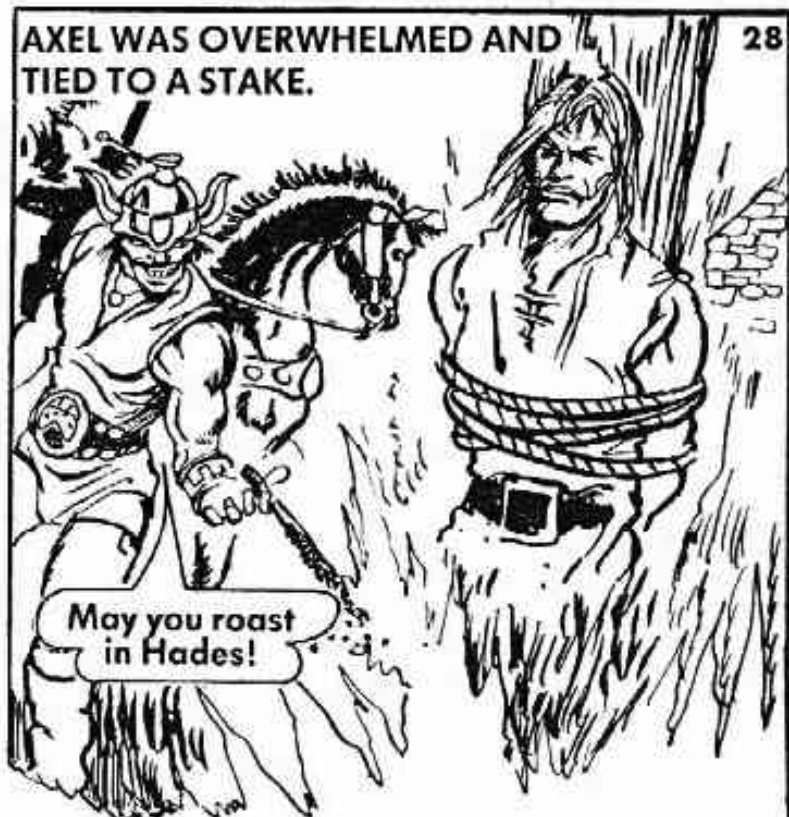


27 THE BRUTAL, CALLOUS NORDMEN DIDN'T OFTEN DESTROY VILLAGES AND THE INHABITANTS, FOR IF THEY DID, NO FOOD WOULD BE GROWN. BUT AXEL HAD ANGERED THEM.

You shall die, peasant, a thousand deaths for each of those you have killed.



28 AXEL WAS OVERWHELMED AND TIED TO A STAKE.



May you roast in Hades!

29

SO DIED AXEL, THE AVENGER WHO DIDN'T MANAGE ANY AVENGING. GO TO PIC 30.

30 AND THE NORDMEN RODE AWAY, LADEN WITH FOOD, LEAVING BEHIND THEM A WARNING THAT IT WAS FATAL TO ANGER THE MEN OF THE NORTH. RETURN TO PICTURE 1, START AGAIN, BUT REMEMBER THAT THESE BRUTAL PEOPLE DO NOT RESPECT HUMAN LIFE.



31

I cannot stay . . .
I must flee!

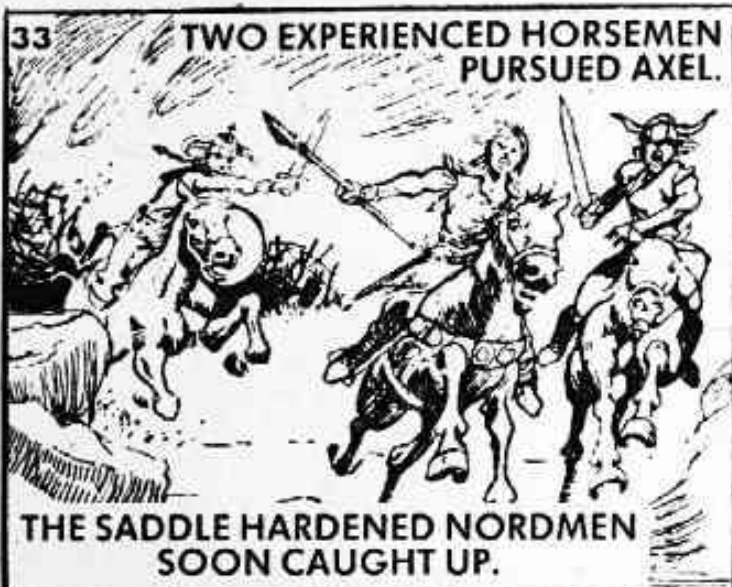


32

AXEL LEFT AS THE NORDMEN ENTERED.




33 TWO EXPERIENCED HORSEMEN PURSUED AXEL.



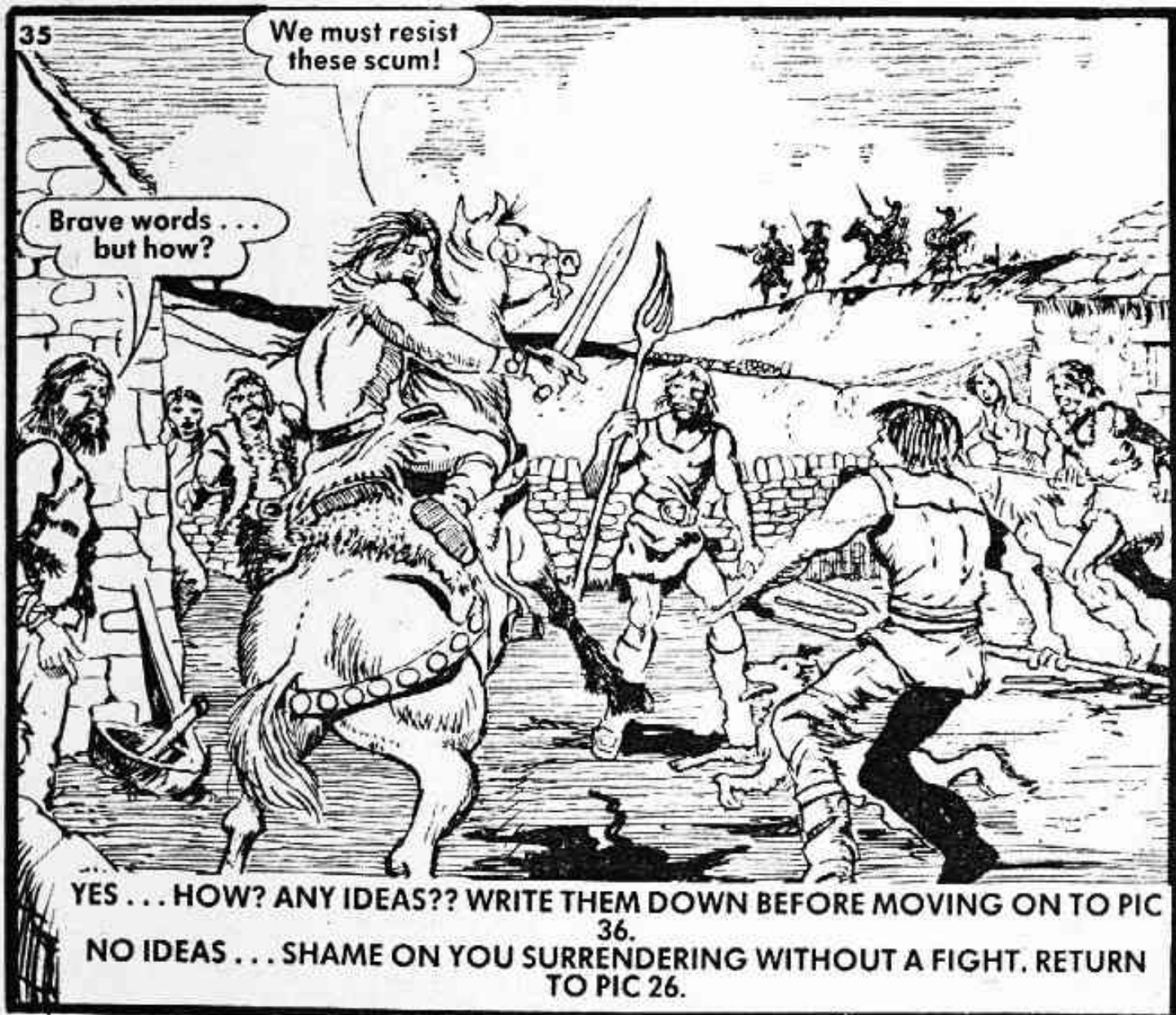
THE SADDLE HARDENED NORDMEN SOON CAUGHT UP.

34 Death to the upstart!



AXEL'S CONFUSED THINKING LED TO HIS DEATH. RUNNING WAS POINTLESS — NOT ONLY WOULD HE MEET HIS FATE BUT THE VILLAGERS WOULD MEET THEIRS. RETURN TO PIC 30.

35 We must resist these scum!

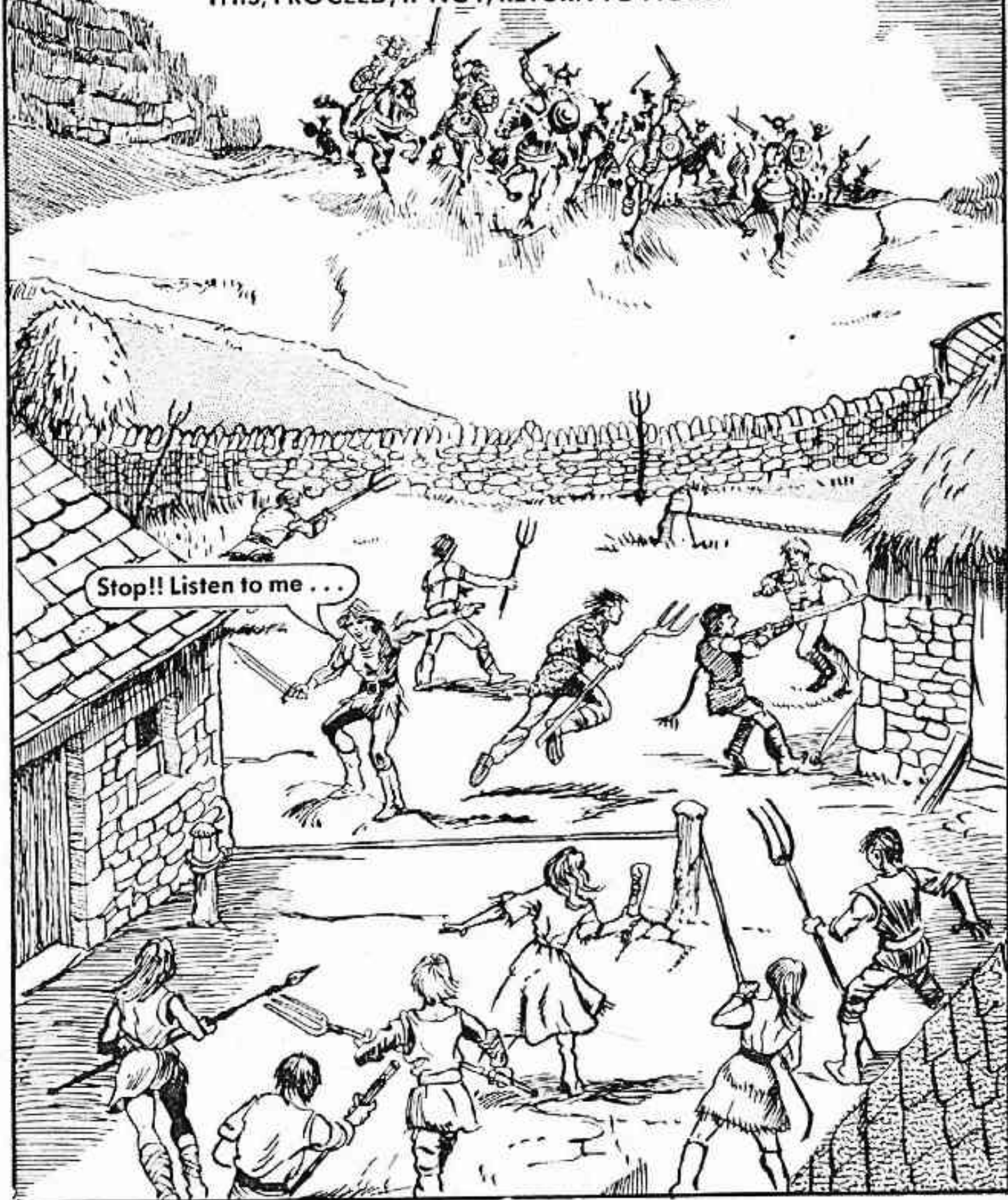


Brave words... but how?

YES... HOW? ANY IDEAS?? WRITE THEM DOWN BEFORE MOVING ON TO PIC 36.

NO IDEAS... SHAME ON YOU SURRENDERING WITHOUT A FIGHT. RETURN TO PIC 26.

36. THERE WERE MANY WAYS TO RESIST, BUT MOST MERELY DELAYED THE INEVITABLE . . . THE ONLY CERTAIN WAY WAS TO UNSEAT THE RIDERS AND OVERWHELM THEM WITH NUMBERS. IF YOU HAVE A NOTE OF THIS, PROCEED, IF NOT, RETURN TO PIC 28.



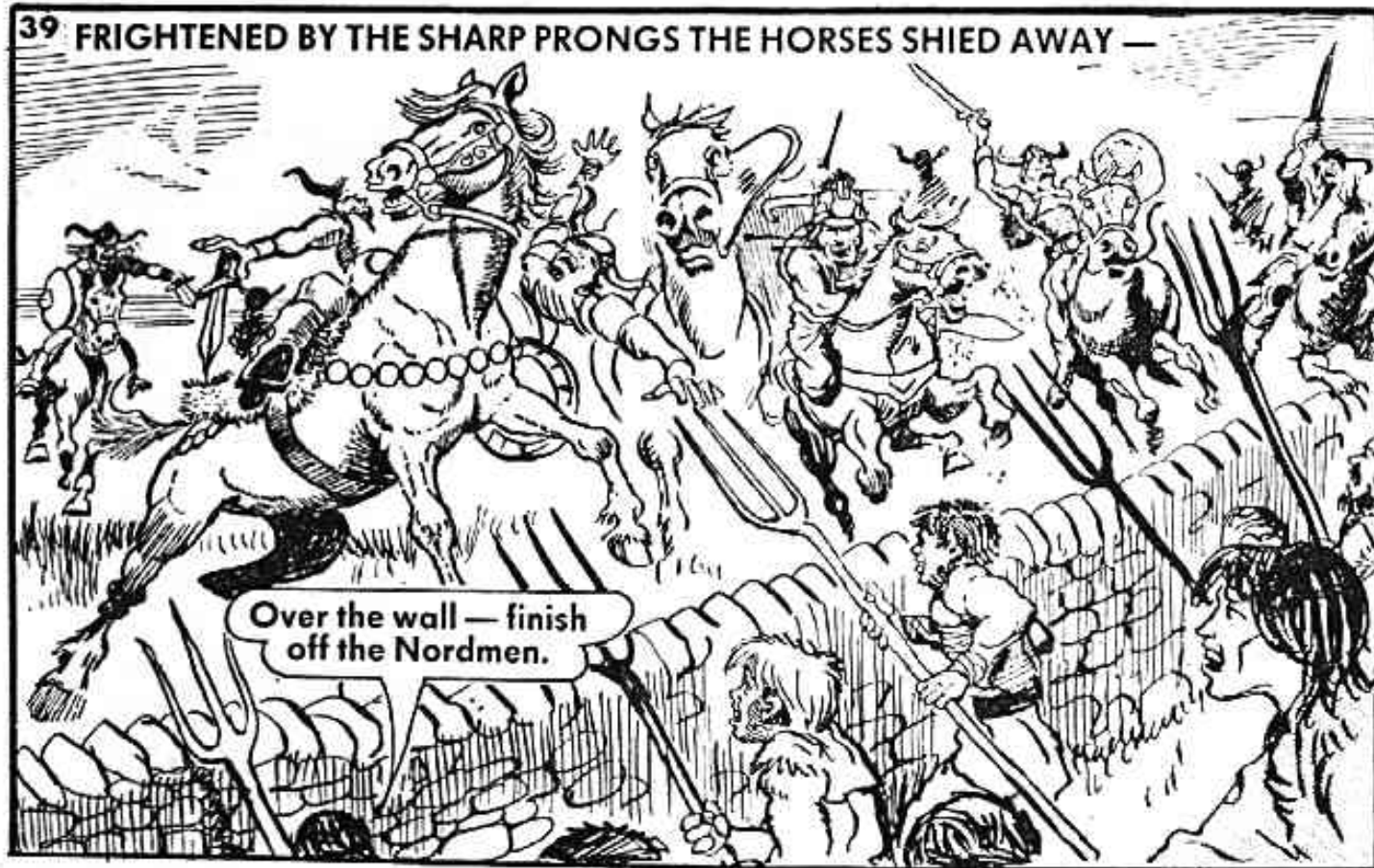
AXEL SHOUTED DESPERATE ORDERS TO HIS FELLOW VILLAGERS — 37



38



39 FRIGHTENED BY THE SHARP PRONGS THE HORSES SHIED AWAY —



SENSING A MINOR VICTORY, THE VILLAGERS POURED OVER THE WALL . . .



41 THE NORDMEN FLED—

The book told of this happening.
now you must go. Beware of
deception!

Yes, Wise One, you have told us
these fairy stories many times. I
will go, for my soul burns with a
hatred. To stay here will bring
death upon the village.

AXEL SADLY LEFT HIS VILLAGE,
CHASED BY HIS YOUNG WARD, MOUSE.

42 Take me with you,
Axel, please!

Mouse, my friend, I cannot stop you —
the road ahead is dangerous and I
shall have enough trouble looking after
myself. But if you must come . . . then
come.

43

AXEL, RELENTLESSLY FOLLOWED BY
MOUSE, JOURNEYED FURTHER AND
FURTHER NORTH, UNTIL —

Well, horse, you have
brought me here, it seems,
as I did no guiding.

VALLEY OF ETERNAL
PEACE
DEVIL'S CRAG

AXEL WAS TROUBLED. SOME FORCE HAD
LEAD HIM THERE, BUT WAS IT GOOD OR
EVIL. HE CONSIDERED WHICH ROAD TO
TAKE. UPHILL, GO TO PIC 48. DOWNHILL,
GO TO PIC 44.

44 THEY SET OFF DOWNHILL TO
THE PEACEFUL VALLEY —

It gets colder! Horse, I hope the Wise One's story about you being my fighting companion is true!



46 AXEL RECOVERED —

Mouse dead! The fields gone . . . what magic is this! The Wise One warned me, but I forgot about illusions.



45

SHIVERING AGAINST THE COLD, THEY
FAILED TO SEE THE LOOMING
DANGER . . . WOLVES!

Aaah! What evil
is this?



CORNERED, WOUNDED AND TIRED, AXEL 47
HAD NO DEFENCE AGAINST THE FINAL
LUNGE OF THE WOLVES. HIS DESTINY
REMAINED UNFULFILLED AND THE
NORDMEN WOULD CONTINUE TO SACK,
AND KILL HIS PEOPLE. RETURN TO PIC 1 . . .
AND REMEMBER THE WARNING.



48

THE UPHILL TRAIL WAS STEEP SO AXEL LEFT MOUSE IN CHARGE OF THE HORSES AND SET OFF INTO THE MENACING GLOOM, WITH ONLY A SWORD AND PACK OF FOOD.

I have my sword and enough food. Stay, Mouse! If I am not back by the sunset, turn for home.

But ... Axel ... I will do so!

49 AXEL CLIMBED, UNTIL ...

What manner of evil is this? Shall I go back and try the other road?

WELL, SHOULD HE? IT'S OBVIOUS THAT THERE'S GREAT DANGER AHEAD, WHY RISK IT ... GO ON, RETURN TO PIC 44 AND THE DOWNHILL TRAIL. IF YOU'RE MAD ENOUGH TO CONTINUE, THEN DO SO AT YOUR OWN PERIL.

50 AXEL FOUGHT DESPERATELY TO KEEP THE BITING, SCRATCHING, SPITTING CREATURES AT BAY —

Jovah — if I can't stop these beasts they'll eat me alive!



SO YOU CHOSE THIS WAY? FINE . . . BUT IT LOOKS AS IF AXEL IS ABOUT TO BECOME MUTIES' DINNER, UNLESS . . . WHAT? THERE IS A POSSIBILITY OF ESCAPING, MAKE A NOTE, AND ONLY THEN, PROCEED.

51 DID YOU REMEMBER THE FOOD BAG? IF SO, MOVE TO PIC 53. IF NOT PROCEED TO 52.

My food! They are hungry and the diversion might allow me to run.



52 UNABLE TO FIGHT OFF ALL THE MUTIES, AXEL DIED. YOU'LL NEVER KNOW WHICH TRACK WAS THE RIGHT ONE... AT LEAST, NOT THIS TIME. RETURN TO THE BEGINNING AND START AGAIN.



53

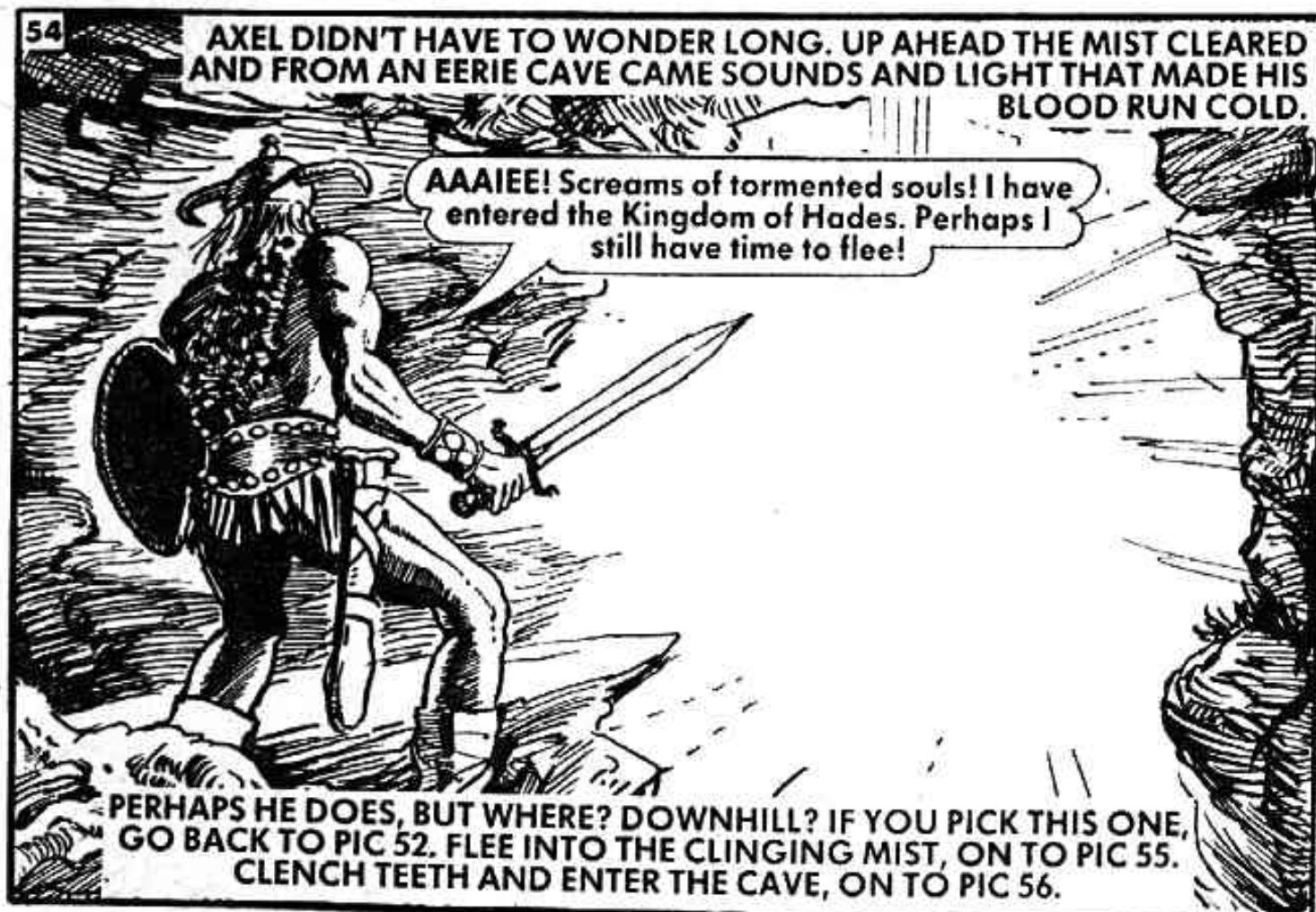
I wonder what's next?



54


AXEL DIDN'T HAVE TO WONDER LONG. UP AHEAD THE MIST CLEARED AND FROM AN EERIE CAVE CAME SOUNDS AND LIGHT THAT MADE HIS BLOOD RUN COLD.

AAAIEE! Screams of tormented souls! I have entered the Kingdom of Hades. Perhaps I still have time to flee!



PERHAPS HE DOES, BUT WHERE? DOWNHILL? IF YOU PICK THIS ONE, GO BACK TO PIC 52. FLEE INTO THE CLINGING MIST, ON TO PIC 55. CLENCH TEETH AND ENTER THE CAVE, ON TO PIC 56.

55 AXEL FLED IN A BLIND PANIC. HE STUMBLER OVER ROCKS, FELL INTO GULLIES AND STREAMS BEFORE HIS EXHAUSTED BODY FORCED HIM TO STOP... HE WAS LOST, ALONE AND HUNGRY.

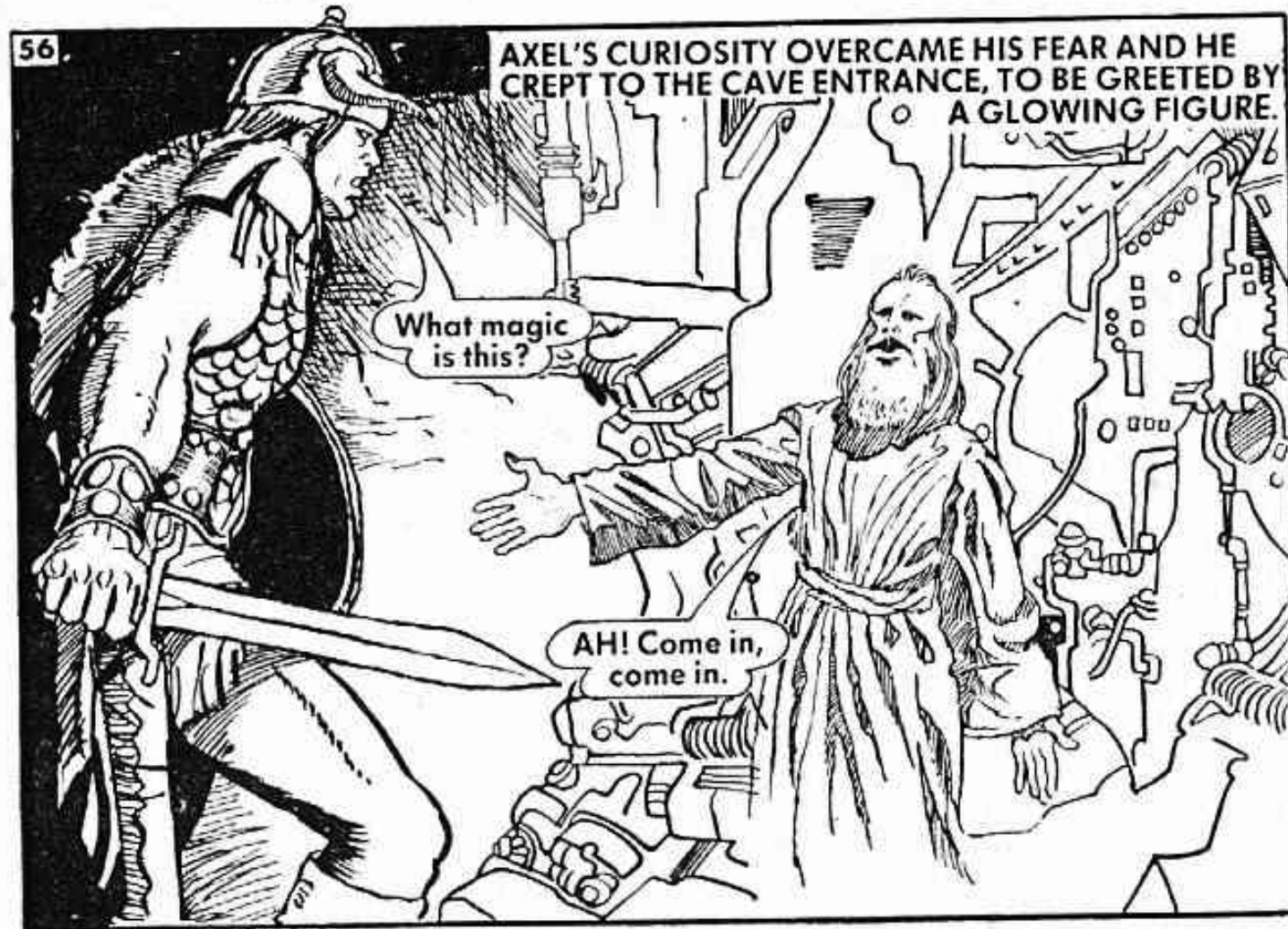


Fiends of Hades! I am so tired, running from fear... must sleep... tired...

AXEL LAY DOWN IN THE BRACKEN AND FELL INTO A DEEP SLEEP. SO DEEP THAT HE NEVER HEARD THE MUTIES COMING TO COLLECT THE REST OF THEIR MEAL. RETURN TO PIC 1 AND START AGAIN.

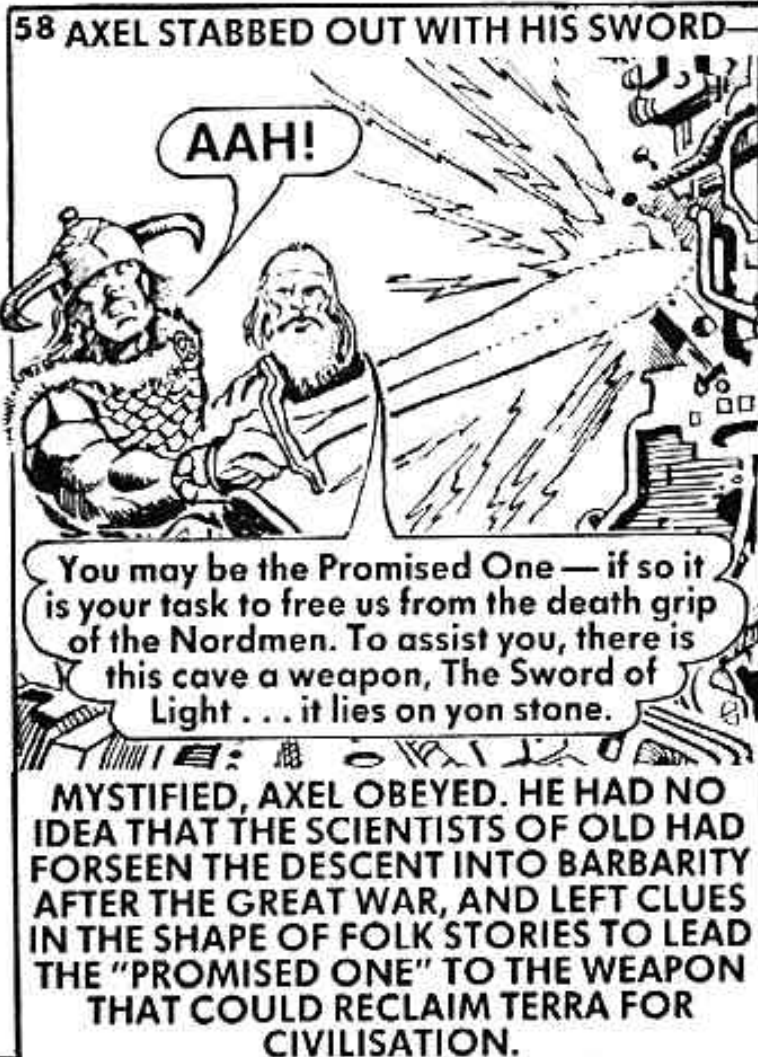
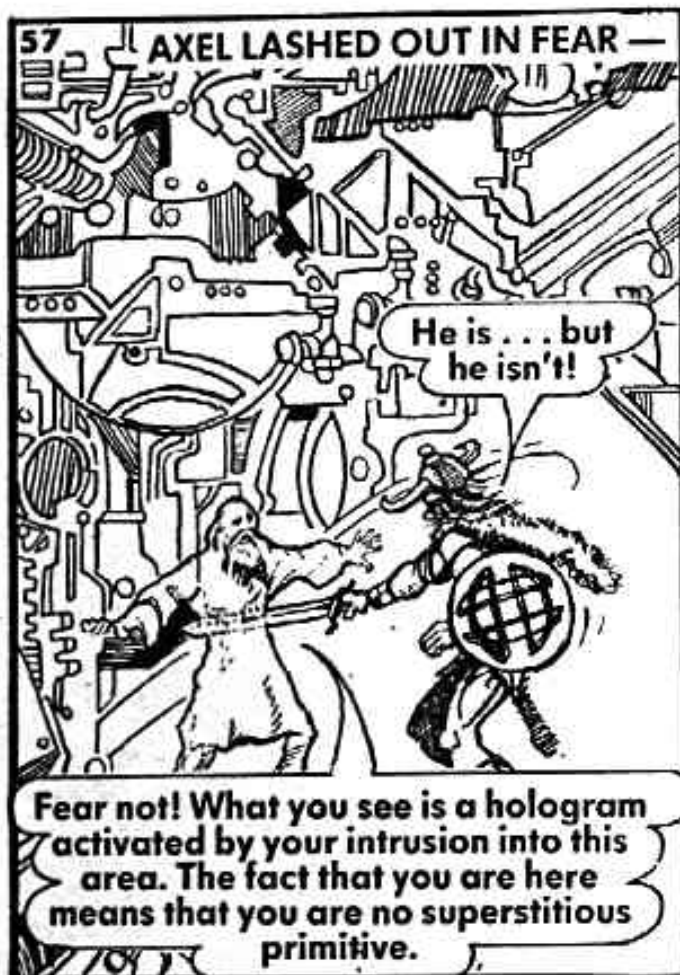
56

AXEL'S CURIOSITY OVERCAME HIS FEAR AND HE CREPT TO THE CAVE ENTRANCE, TO BE GREETED BY A GLOWING FIGURE.



What magic is this?

AH! Come in, come in.



60 AXEL'S DULL BRAIN STRUGGLED TO COMPREHEND TECHNOLOGY HE HAD NEVER SEEN . . .

You are not the Promised One — you cannot operate the weapon.

61 A BLINDING FLASH ATOMISED AXEL. THE WEAPON FELL TO THE GROUND AND THE MIST CLOSED OUT THE SUNLIGHT. THE SECRET WOULD LIE, SAFE UNTIL THE PROMISED ONE ARRIVED TO CLAIM HIS RIGHTFUL PROPERTY. RETURN TO THE BEGINNING — LEARN FROM YOUR MISTAKES.



62 AXEL IMMEDIATELY SAW THAT THE MYSTERIOUS OBJECT FITTED NATURALLY INTO HIS HAND. AT HIS THUMB LAY THE SQUARE BUTTON, AND HE PUSHED IT GENTLY.



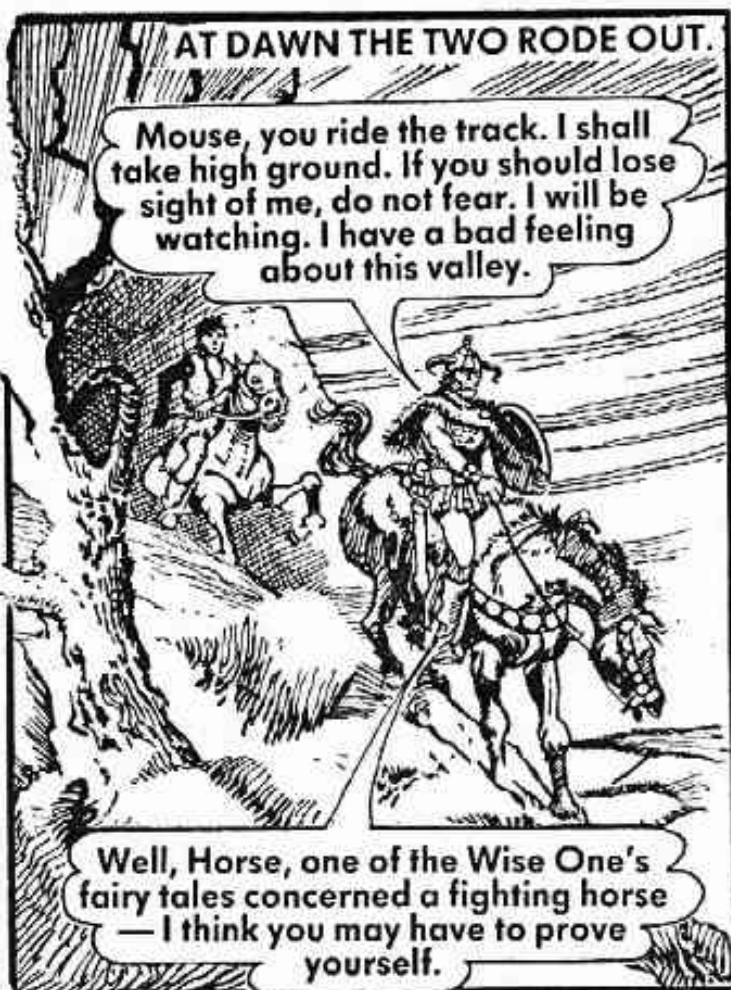
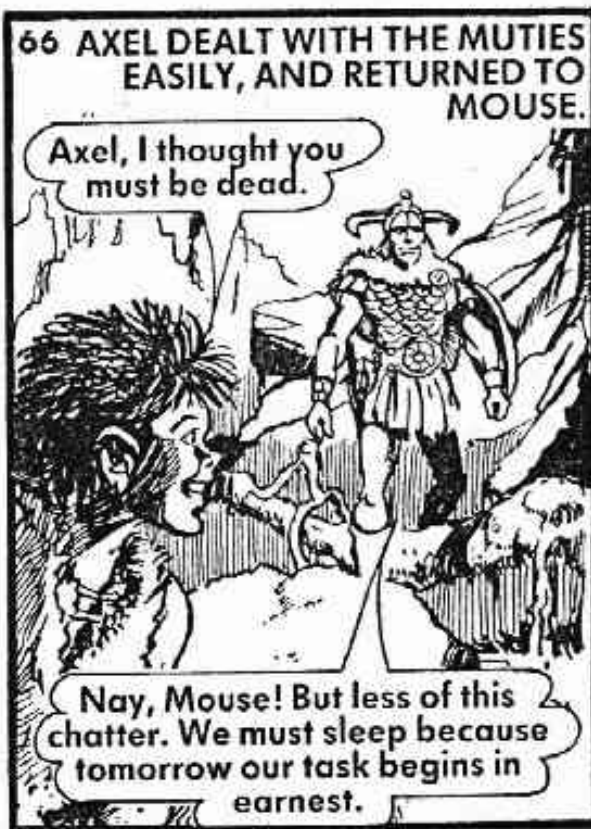
Jovah! 'Tis a sword!




64 AXEL LEFT, HIS MIND SPINNING, WATCHED AS THE CAVE ON DEVIL'S CRAG DISAPPEARED.

Farewell, Wise One! I understand little 'cept that I have been chosen to free my people . . . so be it, I shall not fail!





69 AXEL WAS WATCHING FROM HIGH GROUND . . .



Wolves! Things are not what they seem. The valley is an illusion — no doubt a reflection of some far off place distorted by this devilish mist. But what of Mouse?

YES, WHAT OF MOUSE? WITH NO WEAPON TO PROTECT HIMSELF, MOUSE IS AT THE MERCY OF THE WOLVES. AXEL CAN ONLY TACKLE ONE SET AT A TIME, AND AS HE DOES SO, THE OTHER WOULD KILL MOUSE. HAVE YOU A SOLUTION? IF SO, MAKE A NOTE OF IT, AND PROCEED TO PIC 73. IF NOT, CONTINUE.

CHARGE!



AS AXEL CHARGED ONE GROUP OF WOLVES, ANOTHER SET WENT FOR MOUSE.



BY THE TIME AXEL HAD DEALT WITH ALL THE WOLVES—



AXEL HURLED THE LASER SWORD INTO THE SNOW, BURIED MOUSE AND TRUDGED TO NOWHERE, DEFENCELESS, FORLORN AND SAD. THE QUEST OVER BEFORE IT HAD BEGUN. RETURN TO PIC 1 AND START AGAIN.

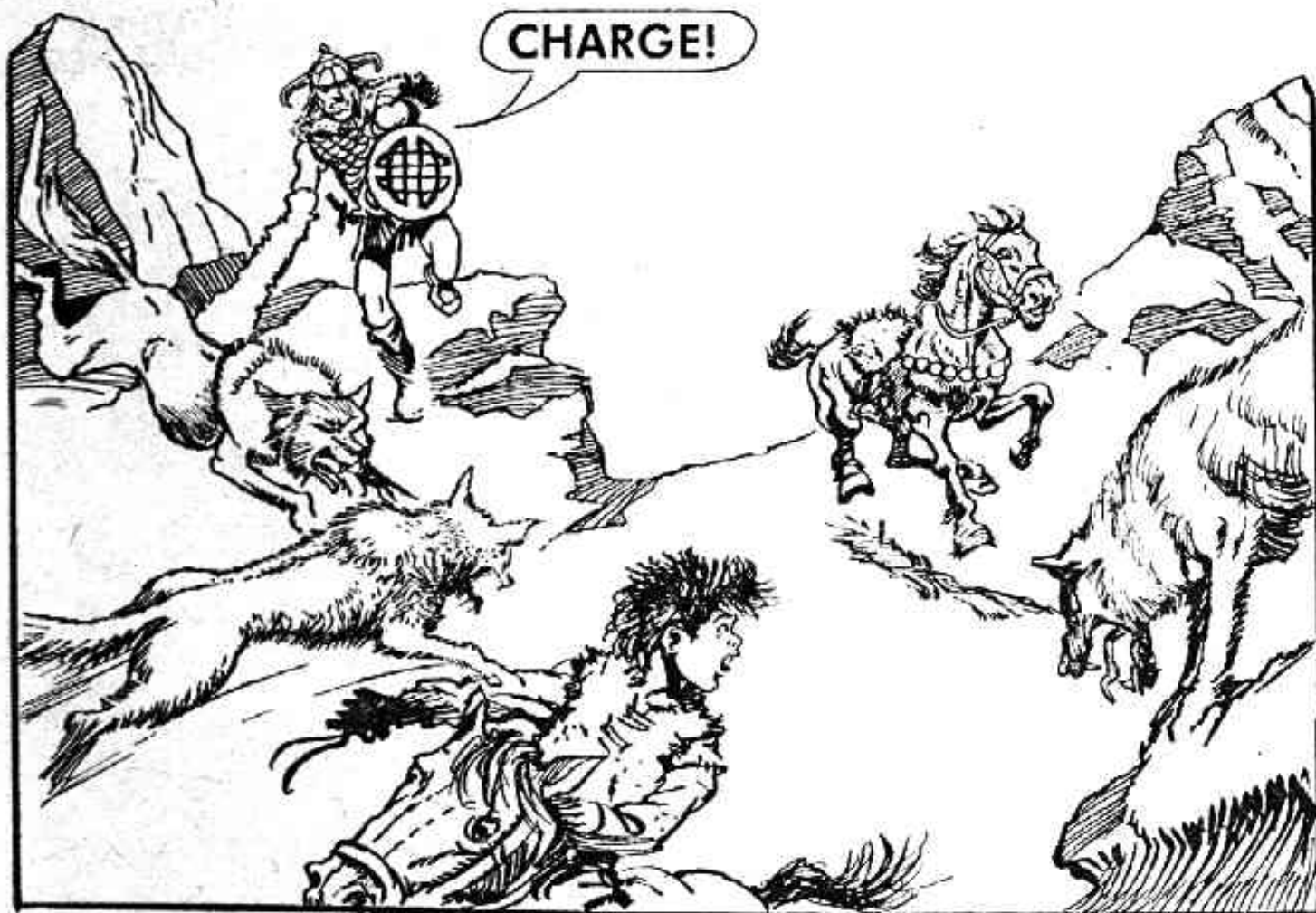
73

Well, Horse, now's your chance . . .
I'll attack the front set, you take the
rear.

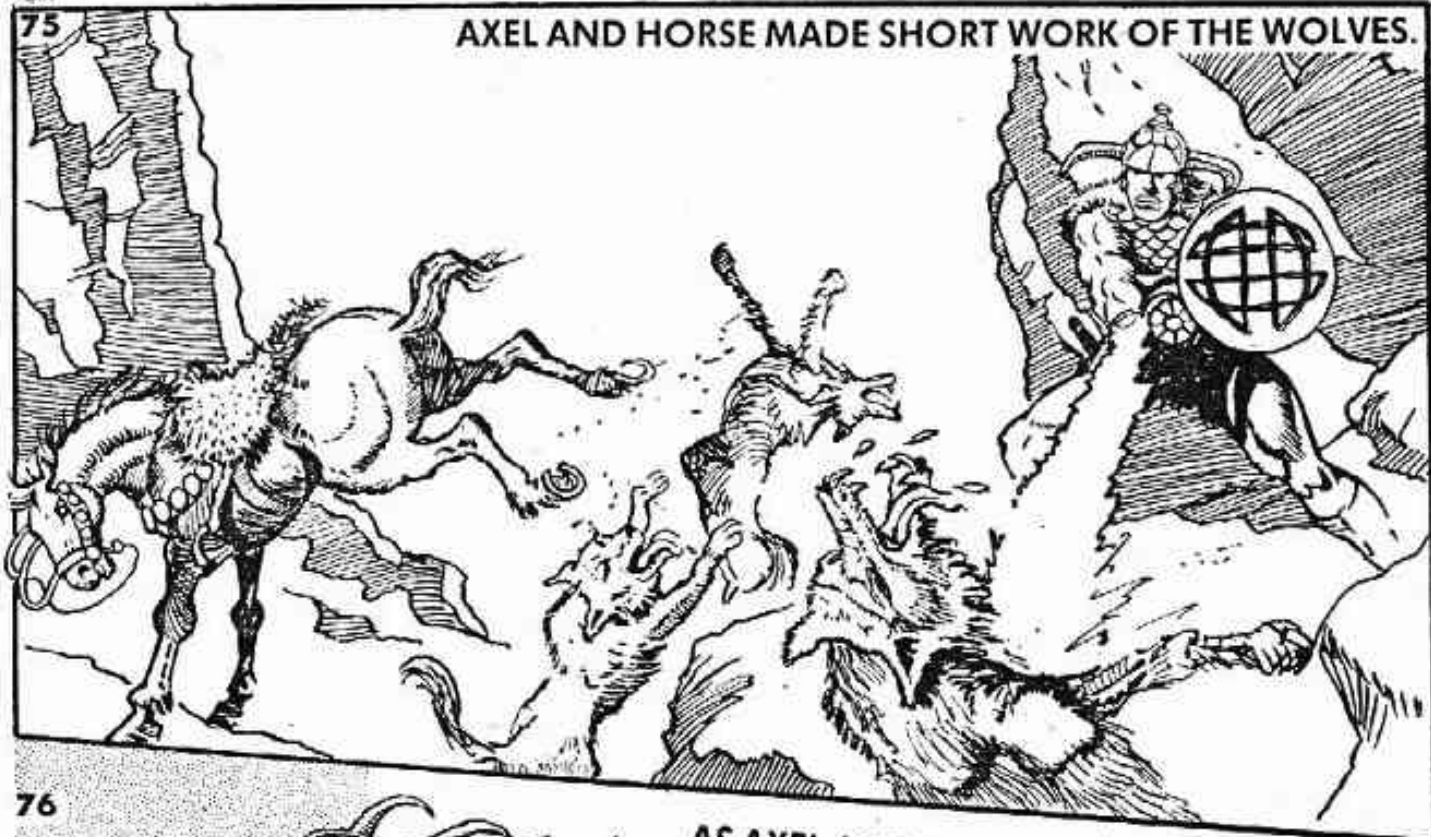


74

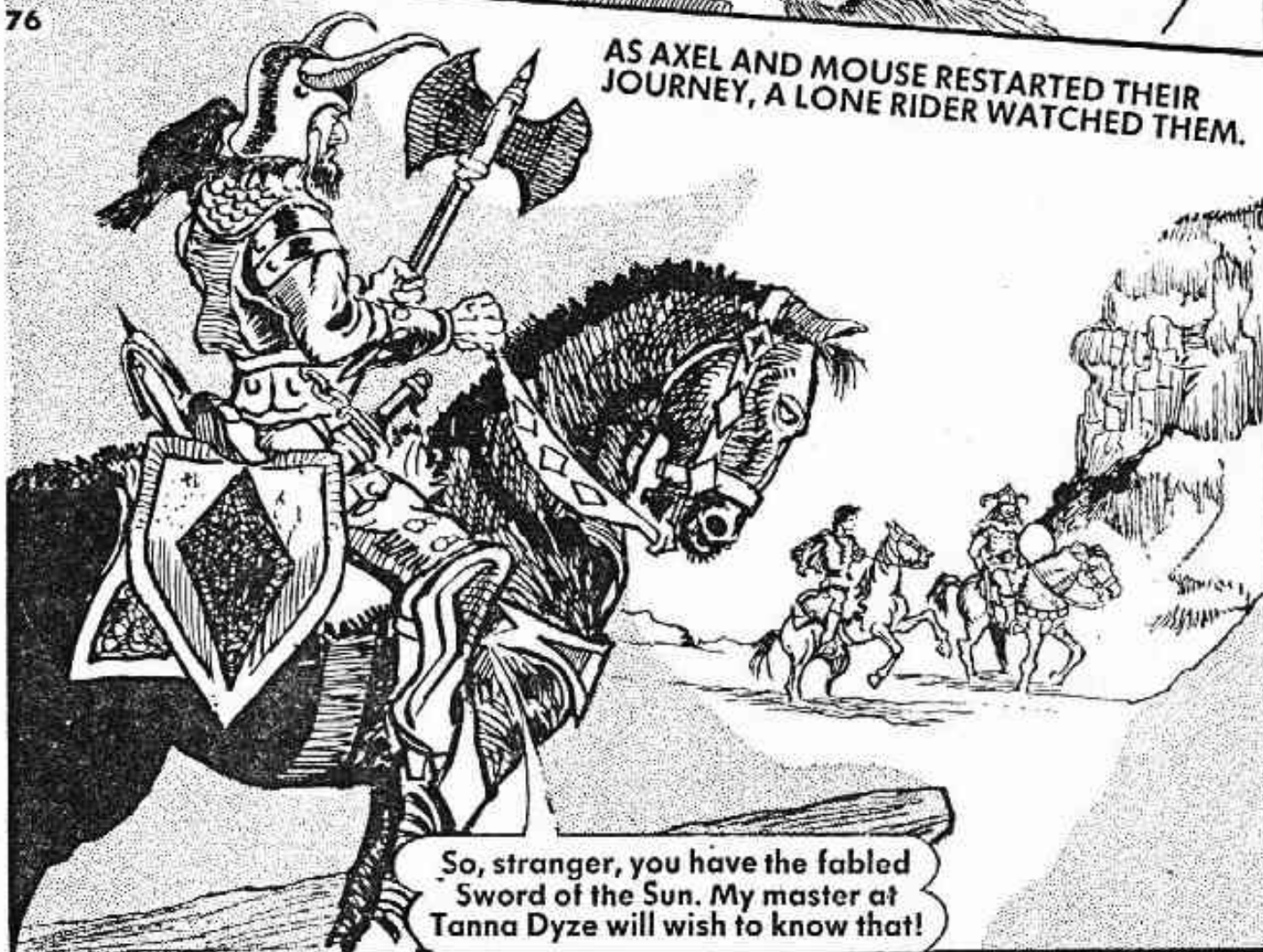
CHARGE!



AXEL AND HORSE MADE SHORT WORK OF THE WOLVES.



AS AXEL AND MOUSE RESTARTED THEIR JOURNEY, A LONE RIDER WATCHED THEM.



So, stranger, you have the fabled
Sword of the Sun. My master at
Tanna Dyze will wish to know that!

AXEL HEADED FURTHER INTO THE SNOWY WASTES.

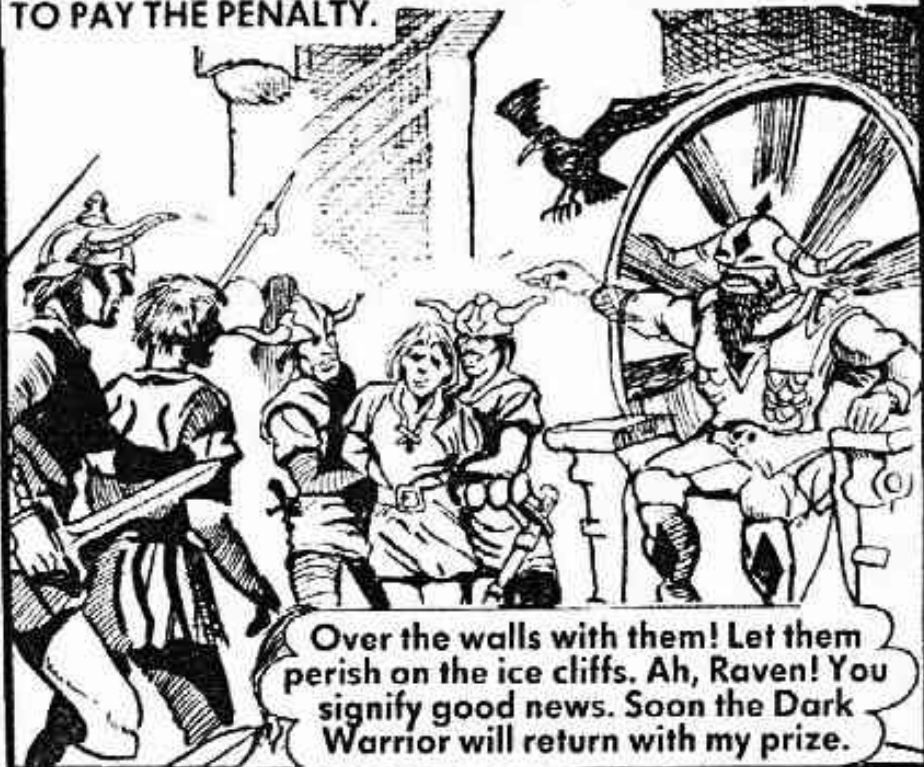
Go Raven! Tell my
master the good news.





THE RAVEN, THE BIRD THAT SIGNIFIED ILL OMEN, WINGED ITS WAY TO THE CASTLE OF ICE, BATHED IN THE SUNLIGHT THAT ALWAYS SHONE FROM THE SOUTH.

HIGH UP IN THE MASTER CHAMBER, THE LORD OF DARKNESS WAS HAVING A BAD DAY. SIX SERVANTS HAD DISPLEASED HIM, AND WERE SET TO PAY THE PENALTY.

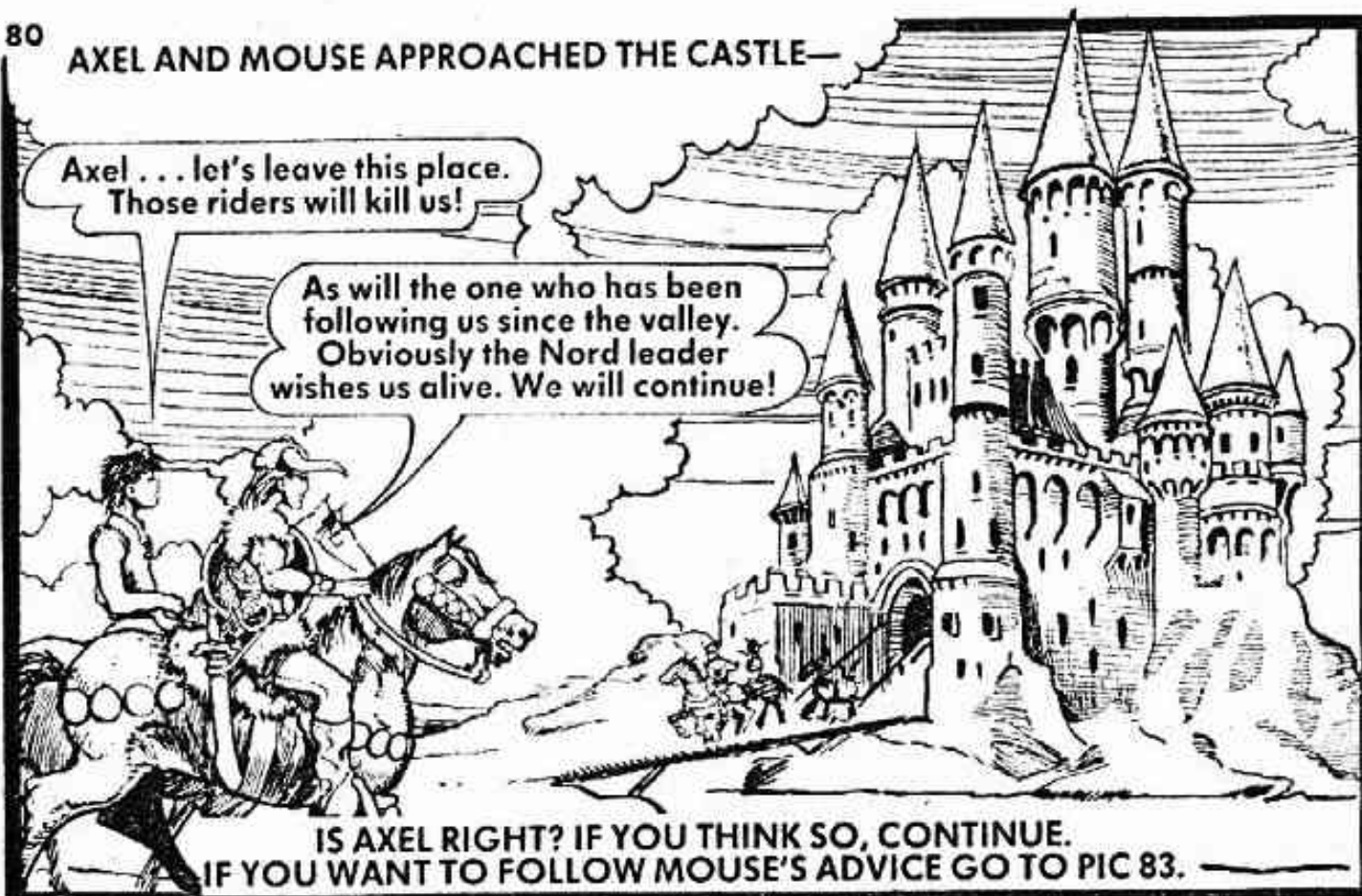


Over the walls with them! Let them perish on the ice cliffs. Ah, Raven! You signify good news. Soon the Dark Warrior will return with my prize.

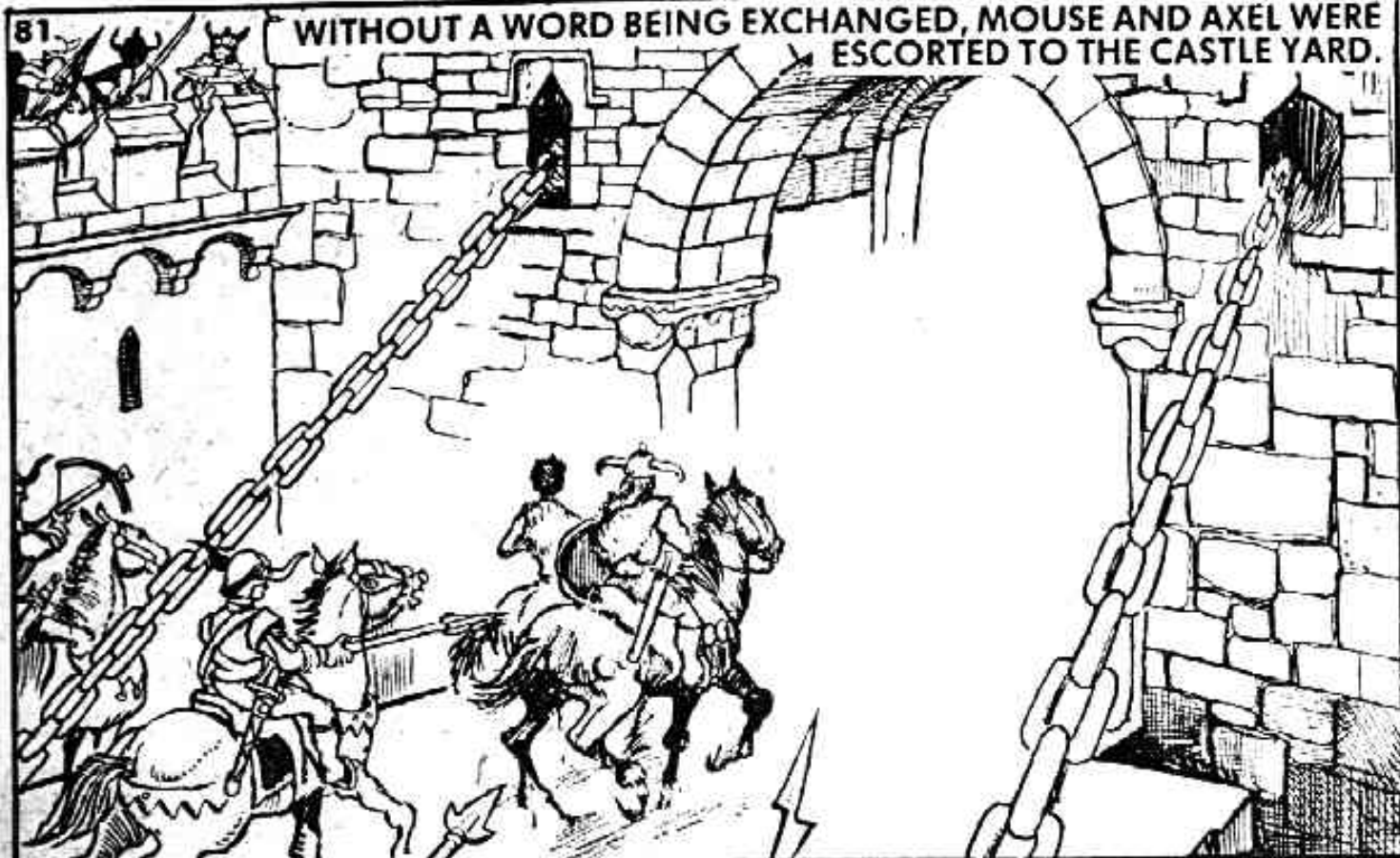
AXEL AND MOUSE APPROACHED THE CASTLE—

Axel . . . let's leave this place. Those riders will kill us!

As will the one who has been following us since the valley. Obviously the Nord leader wishes us alive. We will continue!



IS AXEL RIGHT? IF YOU THINK SO, CONTINUE.
IF YOU WANT TO FOLLOW MOUSE'S ADVICE GO TO PIC 83.



82

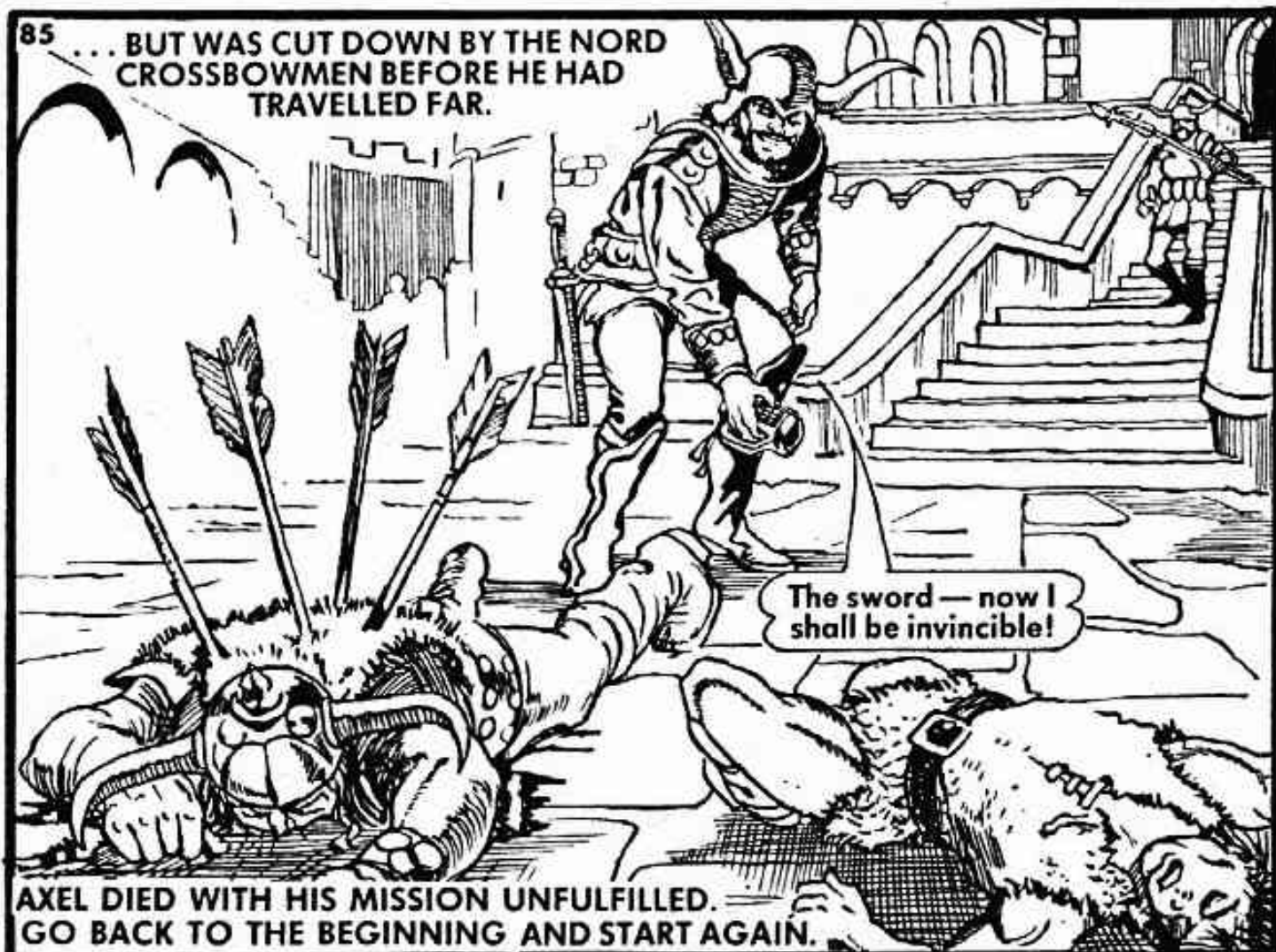
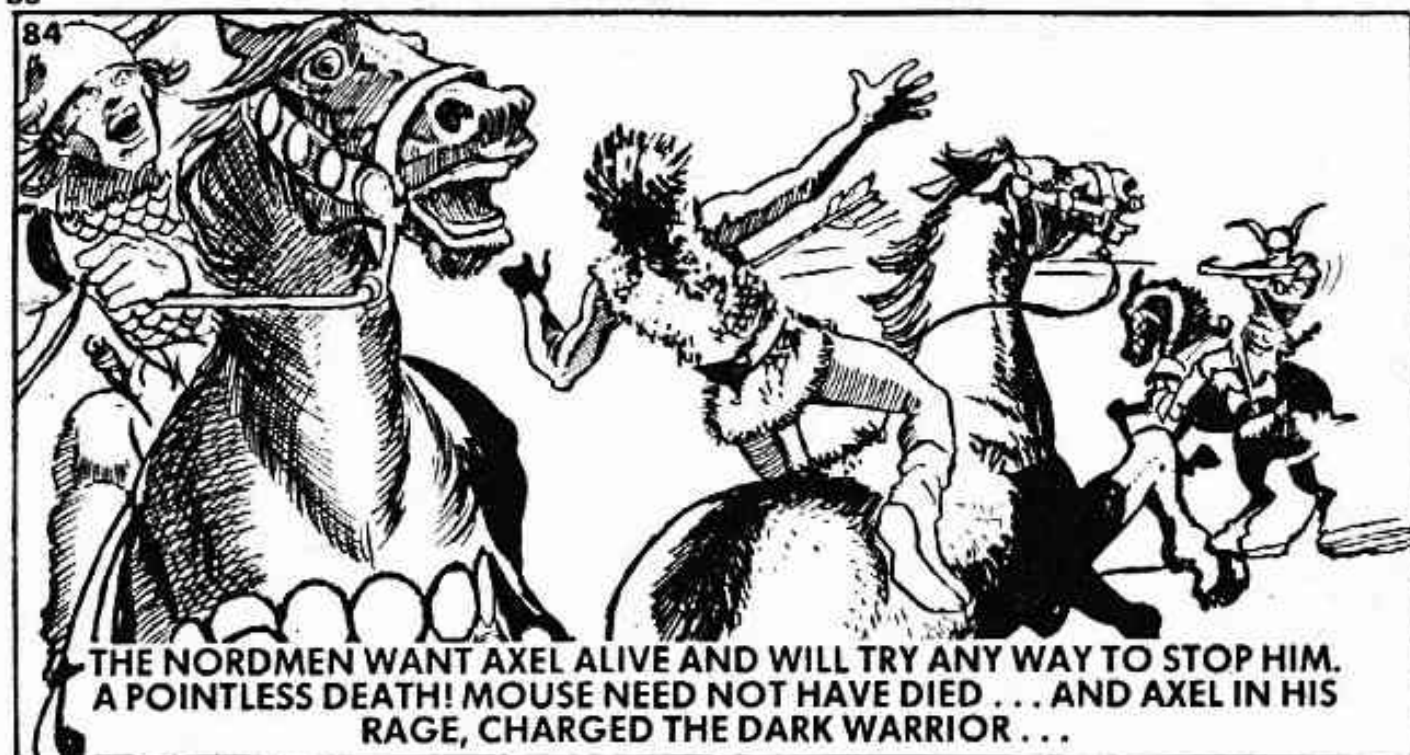
THEY WERE FOLLOWED INTO THE COURTYARD BY THE WARRIOR.



83

AXEL AND MOUSE TURNED TO FLEE—

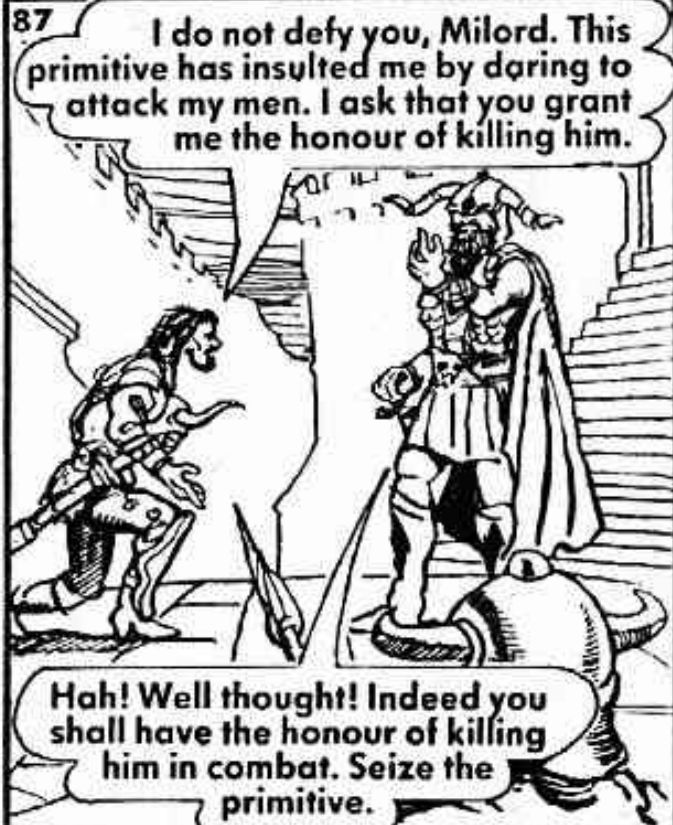




86



87



88

AXEL WAS SEIZED, STRIPPED AND ORDERED TO TELL THE DARK WARRIOR HOW TO OPERATE THE SWORD.





MOUSE BUTTED IN—

90



91



92 AXEL AVOIDED THE LETHAL BLADE AND LOOKED FOR AN ESCAPE ROUTE.



Well, it's one of those doors . . . but which one?

WELL . . . WHICH ONE? IF YOU'VE BEEN PAYING ATTENTION YOU'LL KNOW, IF NOT YOU COULD GUESS. WITH A 50-50 CHANCE OF SUCCESS, OR FAILURE.

THE LIGHT DOOR TAKES YOU TO
PIC 98.

THE DARK DOOR TO PIC 93.

93 AXEL PLUNGED THROUGH THE BLACK DOOR —



94 THE SWORD OF LIGHT FLICKERED AND FADED IN THE DARKNESS.

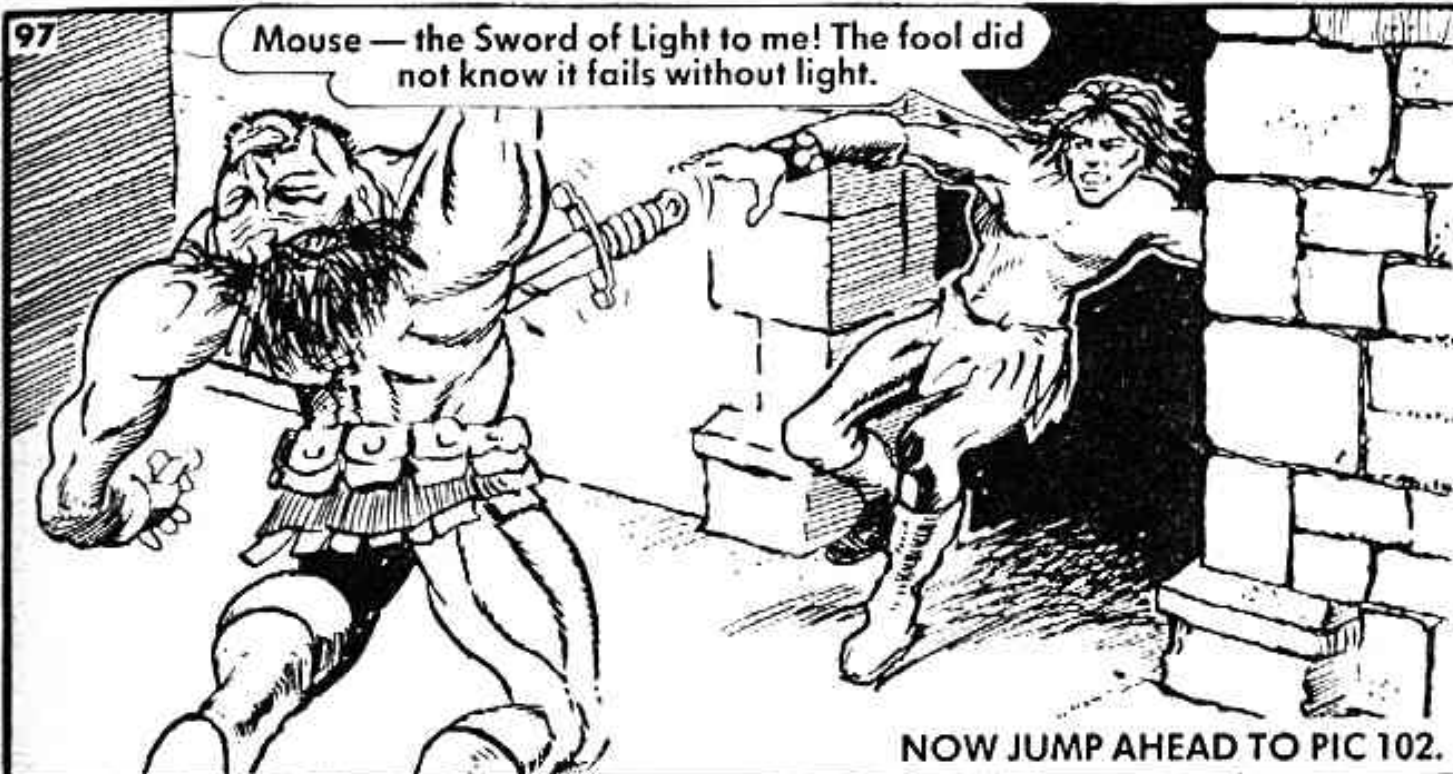


THE DOOR CREAKED OPEN AND THE DARK WARRIOR BACKED OUT—



97

Mouse — the Sword of Light to me! The fool did not know it fails without light.

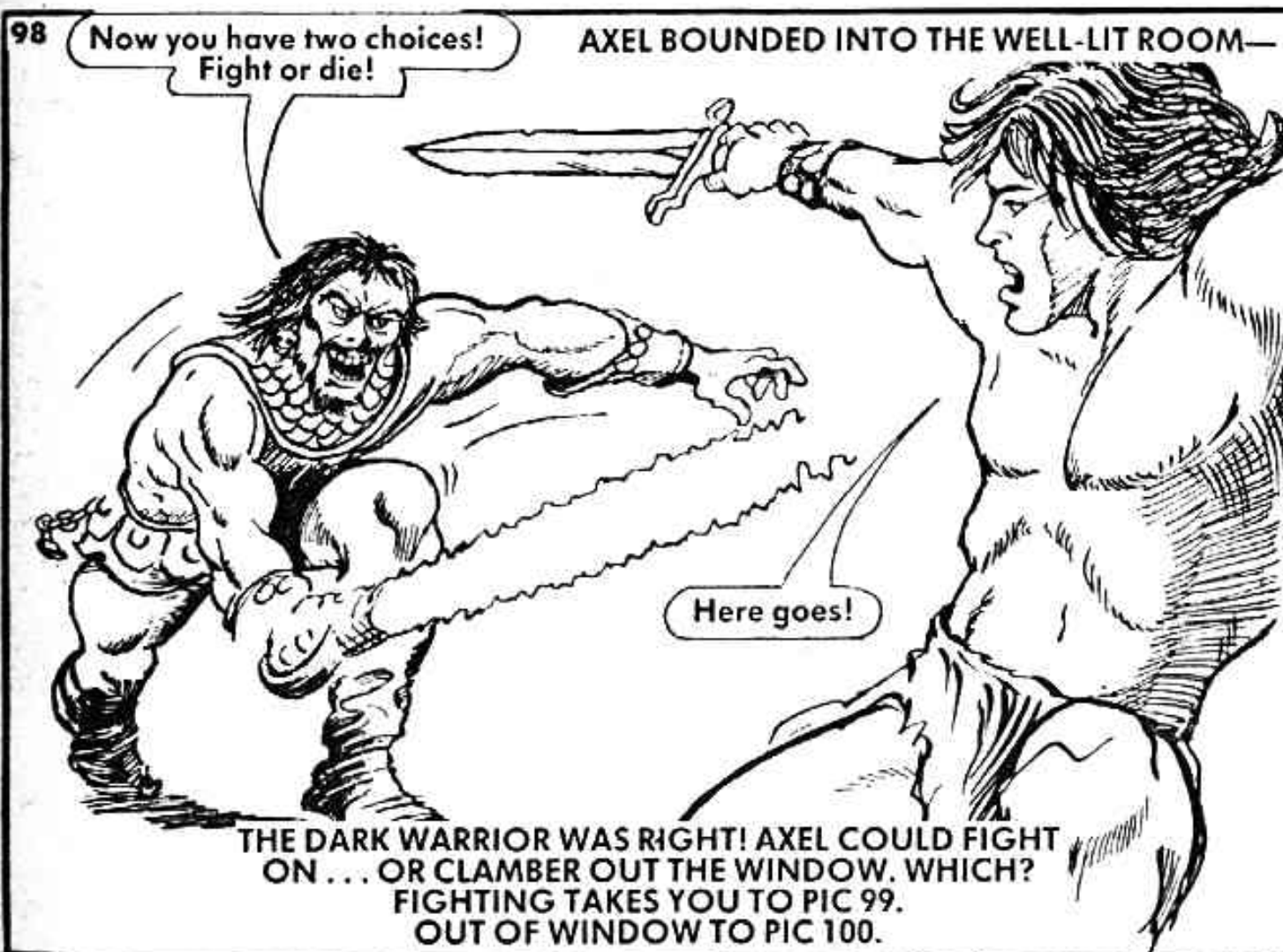


NOW JUMP AHEAD TO PIC 102.

98

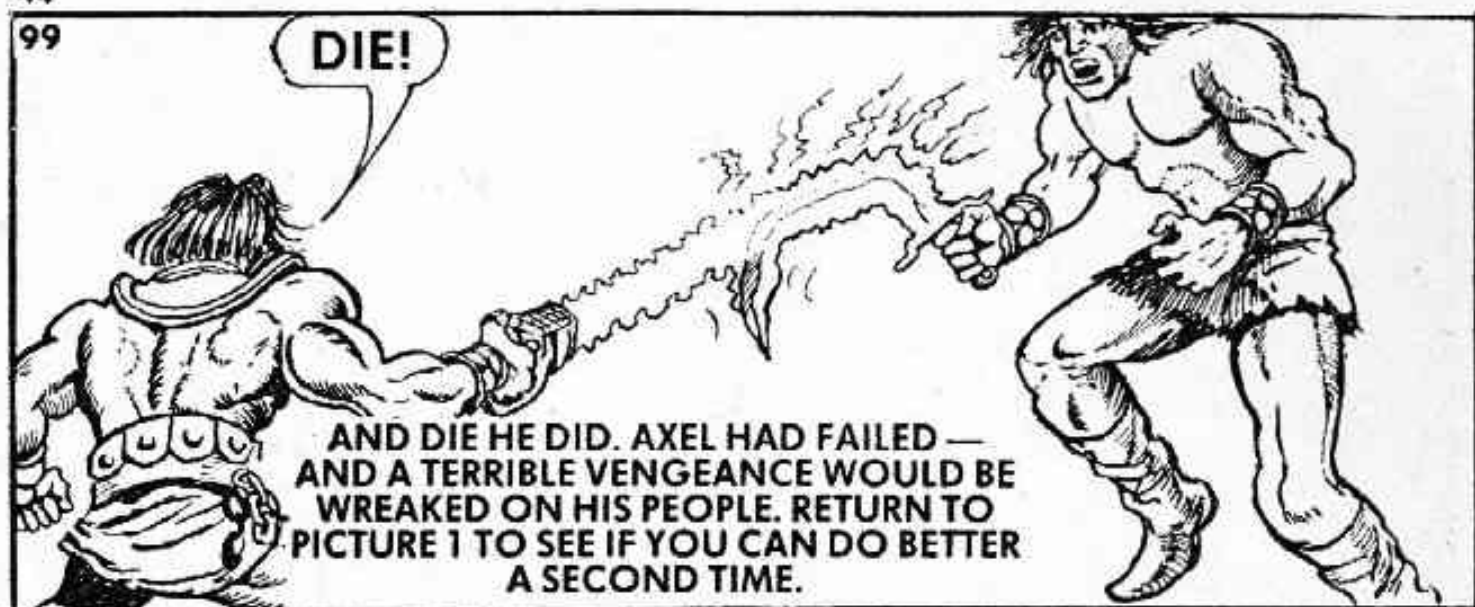
Now you have two choices!
Fight or die!

AXEL BOUNDED INTO THE WELL-LIT ROOM—



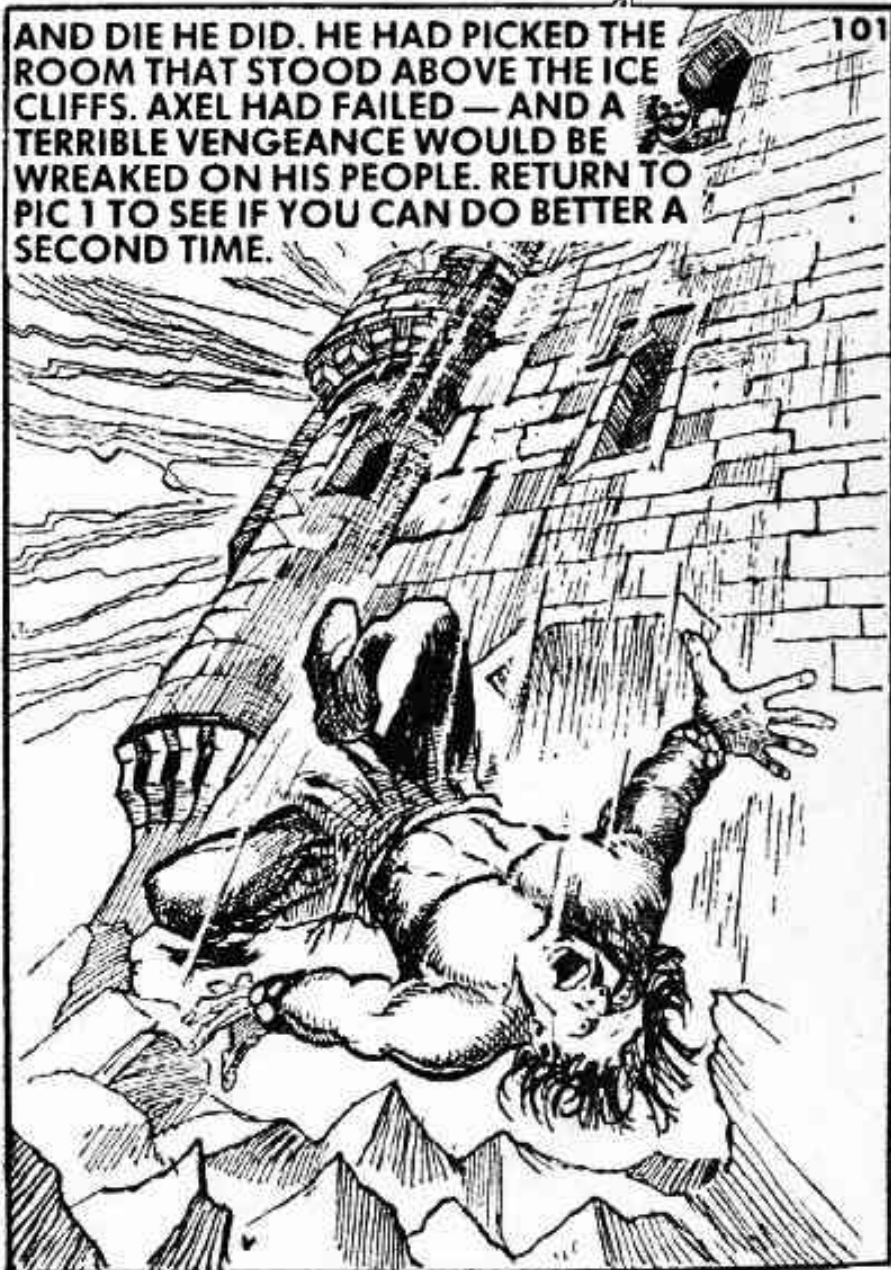
Here goes!

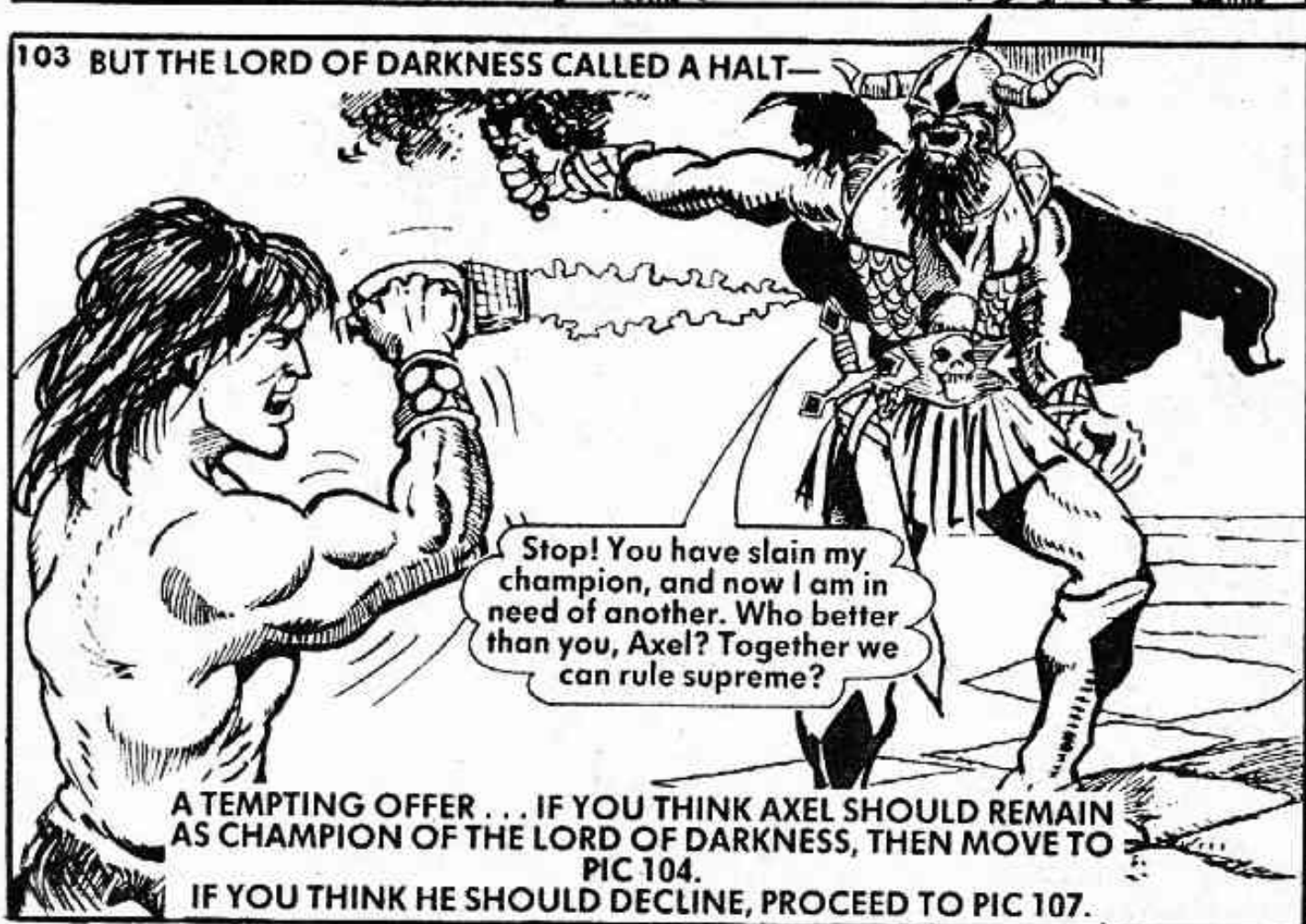
THE DARK WARRIOR WAS RIGHT! AXEL COULD FIGHT
ON ... OR CLAMBER OUT THE WINDOW, WHICH?
FIGHTING TAKES YOU TO PIC 99.
OUT OF WINDOW TO PIC 100.



100 AXEL HESITATED
BY THE WINDOW —

AND DIE HE DID. HE HAD PICKED THE
ROOM THAT STOOD ABOVE THE ICE
CLIFFS. AXEL HAD FAILED — AND A
TERRIBLE VENGEANCE WOULD BE
WREAKED ON HIS PEOPLE. RETURN TO
PIC 1 TO SEE IF YOU CAN DO BETTER A
SECOND TIME.





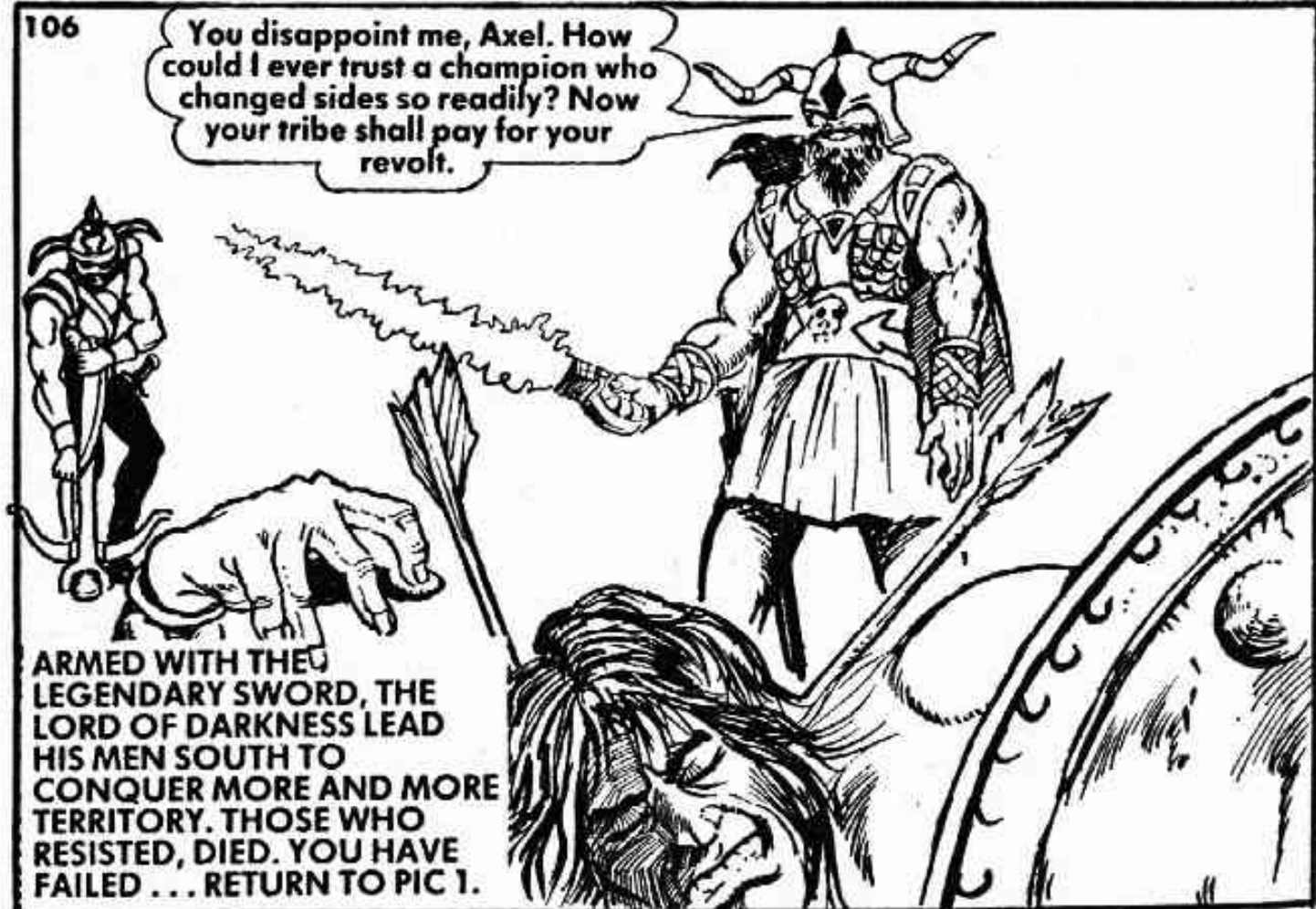
104



105



106



107.



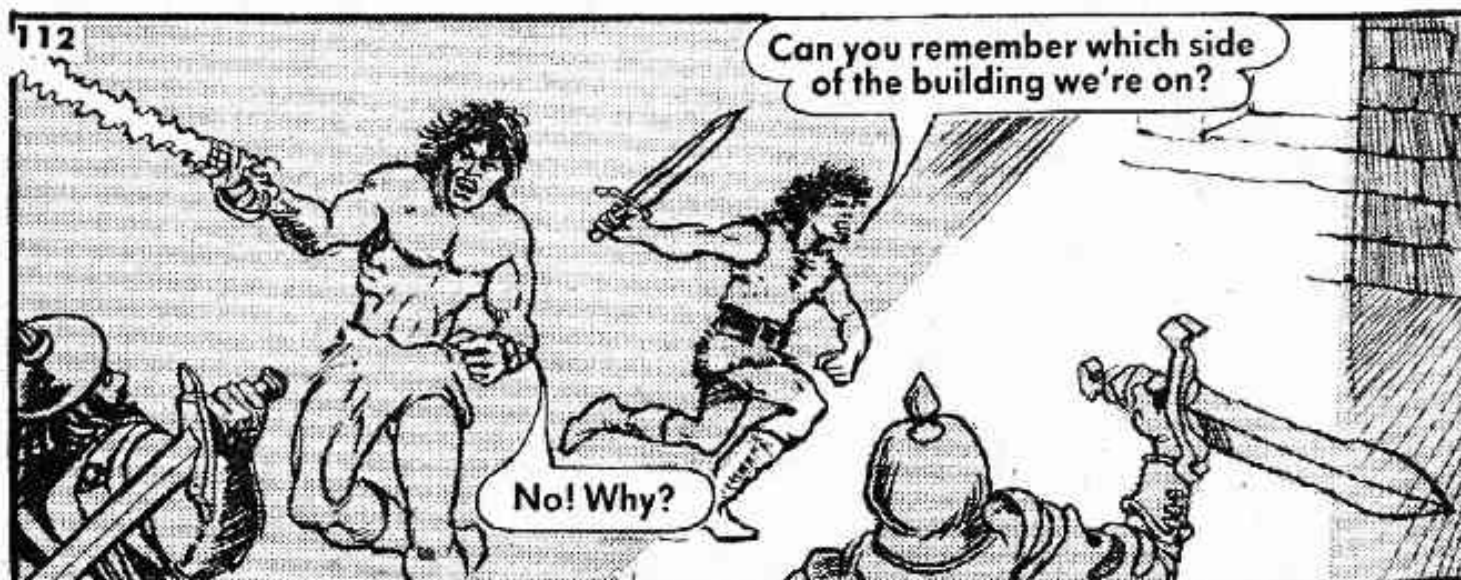
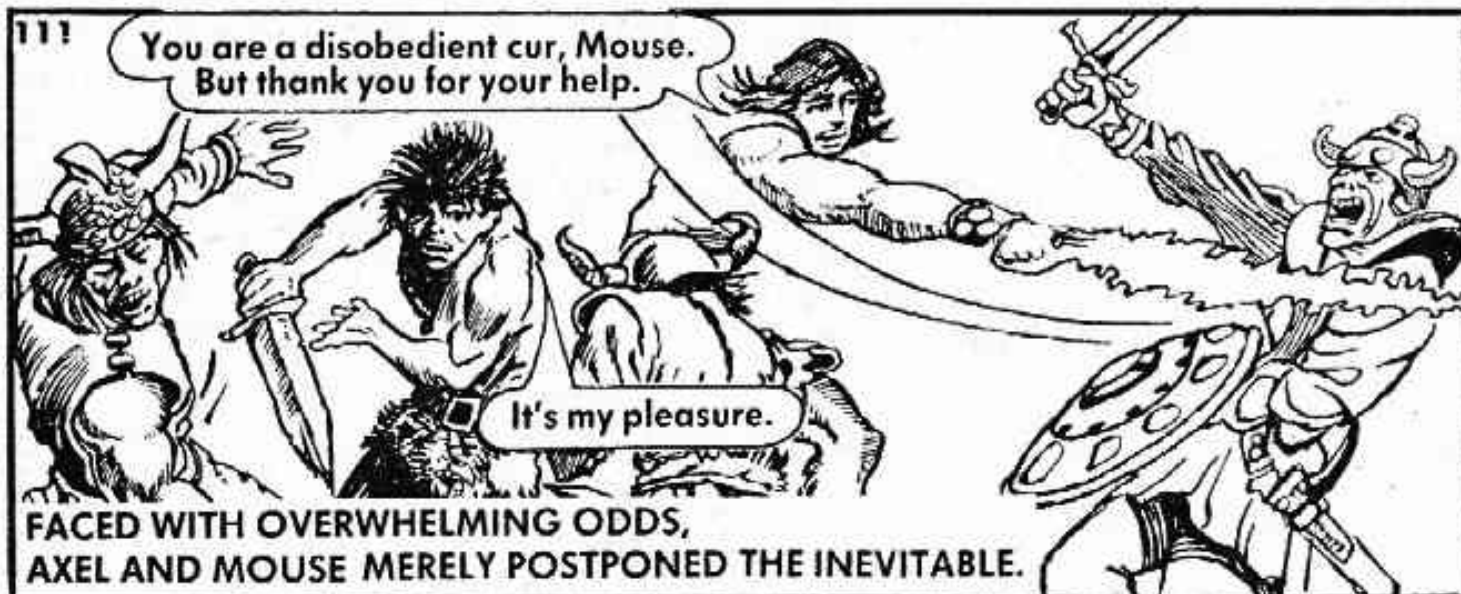
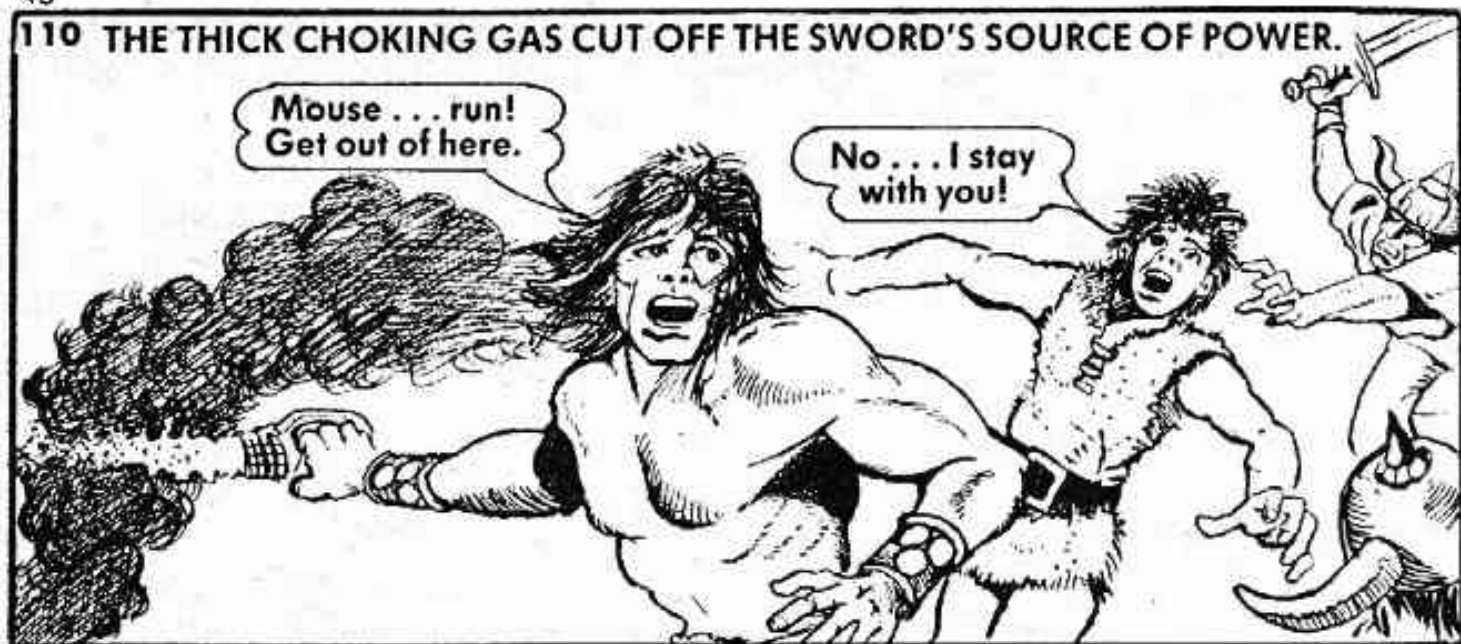
108



109



110 THE THICK CHOKING GAS CUT OFF THE SWORD'S SOURCE OF POWER.



113

Because I think we
should jump!

Of course! The lake below! Which
window though? This one or the other
with light streaming in!

114

I hope you know what
you're doing?

So do I! This one!

HAS MOUSE PICKED THE RIGHT WINDOW? IF YOU THINK SO,
MAKE A NOTE OF WHY, AND ONLY THEN MOVE ON TO PIC

116.

IF YOU DON'T KNOW, CONTINUE.



THE WRONG WINDOW! THERE WAS NO SUNLIGHT
STREAMING IN. IT WAS THE WINDOW THAT STOOD ABOVE
THE ICE CLIFFS. YOU HAVE FAILED. RETURN TO PIC 1.

116

SO YOU'VE PICKED THIS ALTERNATIVE! YOU MAY CONTINUE TO THE NEXT PICTURE IF YOU HAVE THE FOLLOWING EXPLANATION . . . AS IT HAS ALREADY BEEN STATED, THE SUN ALWAYS SHONE FROM THE SOUTH. AS THE SHAFTS OF LIGHT WERE SHINING THROUGH ONE SET OF WINDOWS THEY MUST HAVE BEEN FACING SOUTH . . . AND AT THE FRONT OF THE CASTLE LAY THE LAKE. ANY OTHER EXPLANATION RETURNS YOU TO PIC 115.

117

MOUSE AND AXEL PLUNGED INTO THE FREEZING WATER OF THE LAKE.



FROZEN BY THE ICY WATERS, THE TWO CRAWLED CLEAR. 118



Hoofbeats!

'Tis Horse and Mount! Seems they anticipate our moves!

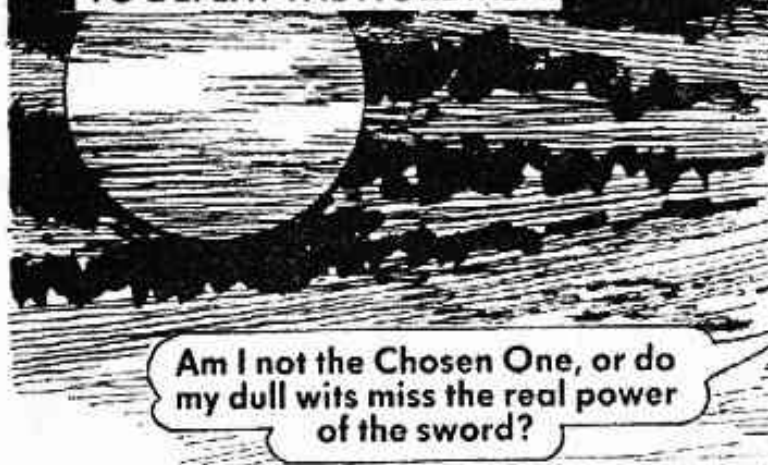
MOUNTING THEIR HORSES, THE TWO RODE LIKE FURY TO EVADE THEIR EXECUTORS—



THEY RODE HARD FROM THEIR PURSUERS—



121: AXEL WAS TROUBLED. EVEN WITH THE SWORD OF LIGHT HE COULD NOT HOPE TO DEFEAT THE NORDMEN.



WELL, IS IT ALL A GHASTLY MISTAKE — IS AXEL MERELY CAUGHT UP IN A NIGHTMARE? OR DO YOU THINK HE HAS YET TO DISCOVER THE FULL POWER OF THE SWORD? IF YOU THINK IT'S A MISTAKE, RETURN TO PIC 1. IF YOU BELIEVE THE FULL POWER OF THE SWORD HAS YET TO BE REALISED, GO TO PIC 122.

YES, IT'S FAIRLY OBVIOUS THAT AXEL CANNOT DEFEAT THE NORDMEN WITH THE SWORD AS IT IS... BUT WHAT, IF ANYTHING, CAN HE DO TO MAKE IT THE WEAPON IT IS ALLEGED TO BE? IF YOU HAVE ANY IDEAS, MAKE A NOTE AND PROCEED.

123 IF YOU HAVE NO IDEAS, DISCARD THE SWORD, AND RETURN TO PIC 1. ONLY IF YOU HAVE THE FOLLOWING IDEA MAY YOU CONTINUE...



The moonlight activates the sword! When I switch it on, a continuous beam of light energy emerges... what would happen if I pushed the activate button again?

124 AXEL PUSHED THE ACTIVATE SWITCH AGAIN—



By the Suns! Why didn't I think of this before? It was so obvious!

AXEL EXPERIMENTED BY THE LIGHT OF THE MOON AND DISCOVERED VARIOUS COMBINATIONS—AN ALL-COVERING SHIELD OF ENERGY, BOLTS, SHEETS AND MANY MORE. ONE DRAWBACK WAS A RAPID DRAINING OF ENERGY.

AXEL DONNED ARMOUR MOUSE HAD TAKEN FROM SLAIN NORDMEN, AND PREPARED FOR THE FINAL CONFLICT.

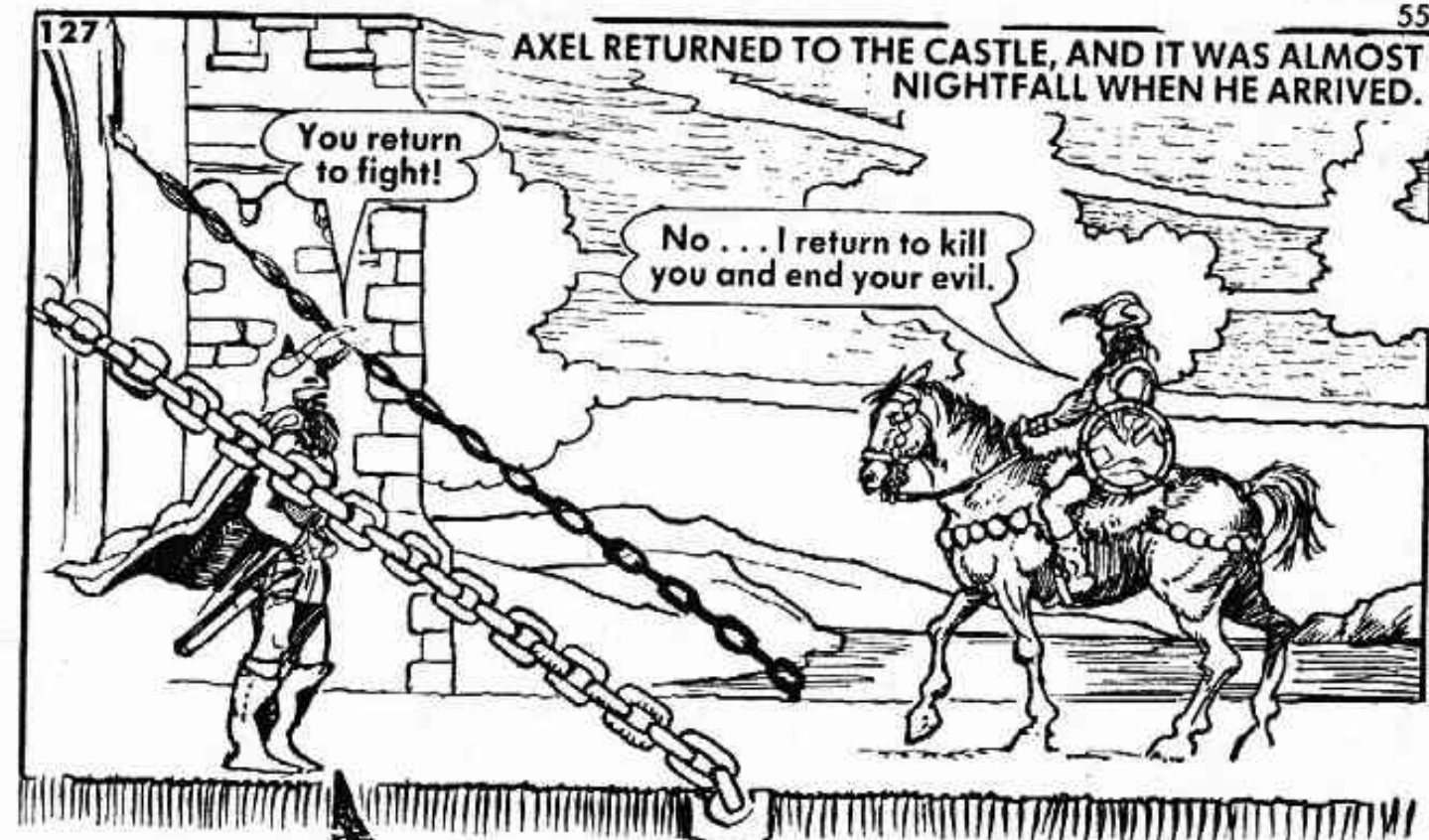


127

AXEL RETURNED TO THE CASTLE, AND IT WAS ALMOST NIGHTFALL WHEN HE ARRIVED.

You return to fight!

No . . . I return to kill you and end your evil.



128

Pah! You jest . . . fight me like a man in single combat, without that magic sword . . .

WELL, SHOULD AXEL ACCEPT THE CHALLENGE, OR SHOULD HE REMAIN WARY? IF YOU THINK HE SHOULD DISCARD THE SWORD AND FIGHT IN SINGLE COMBAT, GO TO PIC 129. IF NOT, GO TO PIC 132.



Very well . . . I accept
your challenge . . .



130 AS SOON AS AXEL
HAD LAID DOWN
HIS SWORD, A
VOLLEY OF ARROWS
STRUCK HIM.



AAA . . . GH!



I am Lord of All Darkness, Ruler of
the Nordlands . . . with this I shall
slaughter those who dare defy me!

NOT VERY CLEVER, WERE YOU! YOU'VE
SEEN WHAT THE LORD OF DARKNESS IS
LIKE, AND YOU TRUSTED HIM!!! BACK TO
THE BEGINNING FOR YOU.

132



133

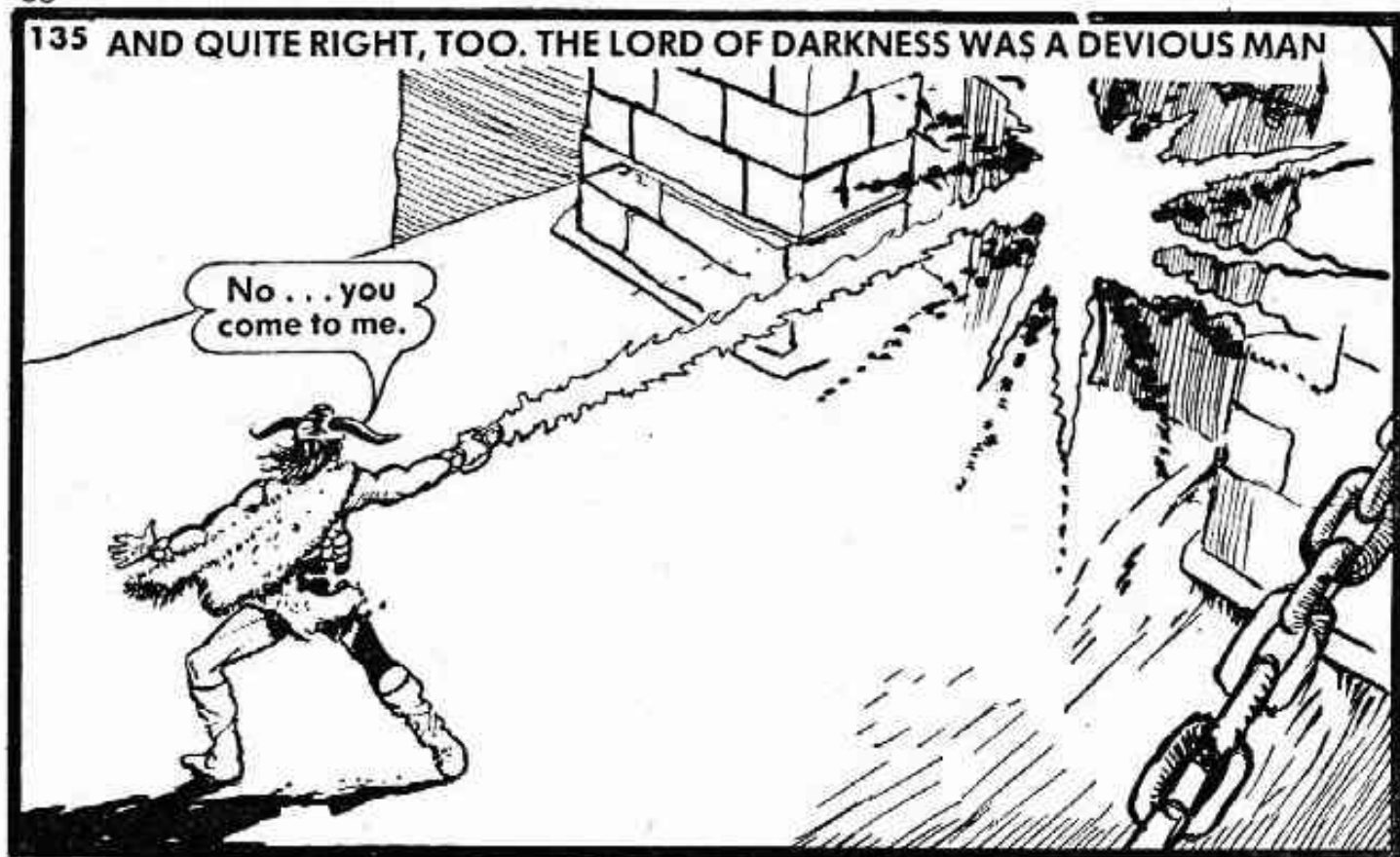
AXEL, EVER WARY, PRESSED A COMBINATION ON THE ACTIVATE BUTTON. A SHIELD OF ENERGY PROTECTED HIM.



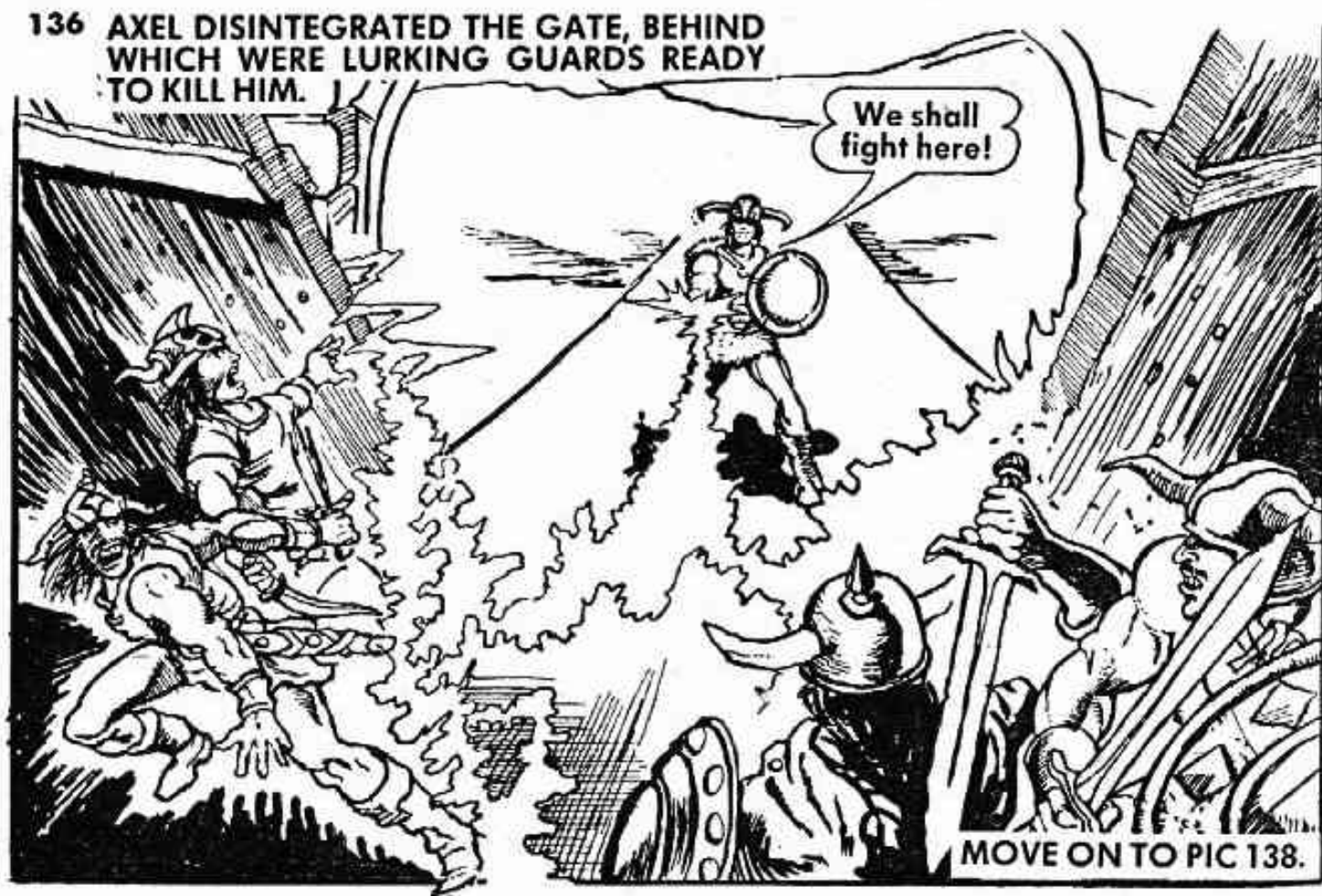
134



135 AND QUITE RIGHT, TOO. THE LORD OF DARKNESS WAS A DEVIOUS MAN



136 AXEL DISINTEGRATED THE GATE, BEHIND WHICH WERE LURKING GUARDS READY TO KILL HIM.



MOVE ON TO PIC 138.

137 CONCEALED BEHIND THE GATE
WERE GUARDS—

Kill the peasant.



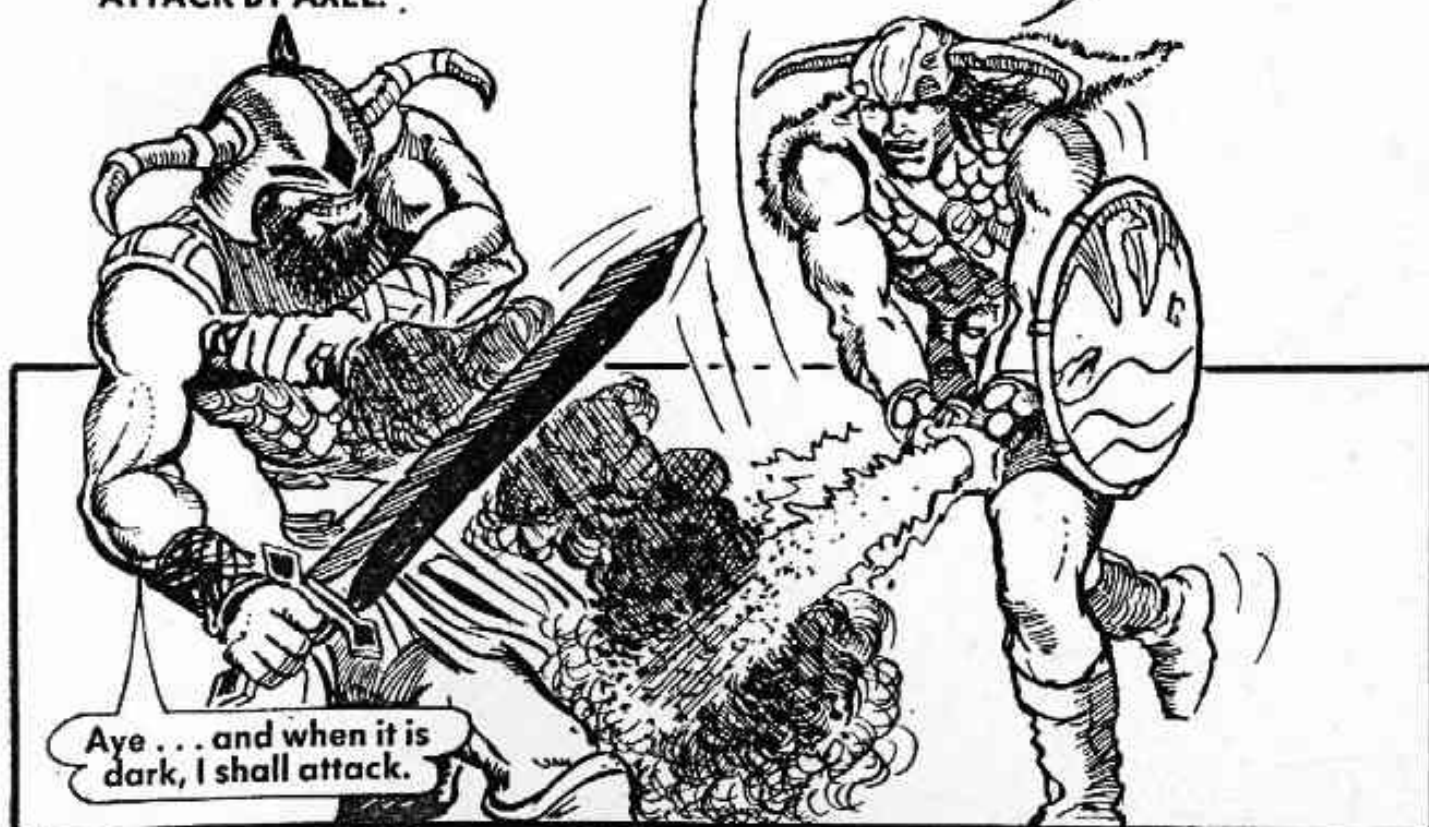
A BAD DECISION! WHY TRUST THIS MAN?
YOU HAVE FAILED — BACK TO THE
BEGINNING.

138



Not too bright of me choosing to
fight him when the sun's going . . .

139 THE FIGHT RAGED ON WITH THE LORD
OF DARKNESS COUNTERING EVERY
ATTACK BY AXEL.



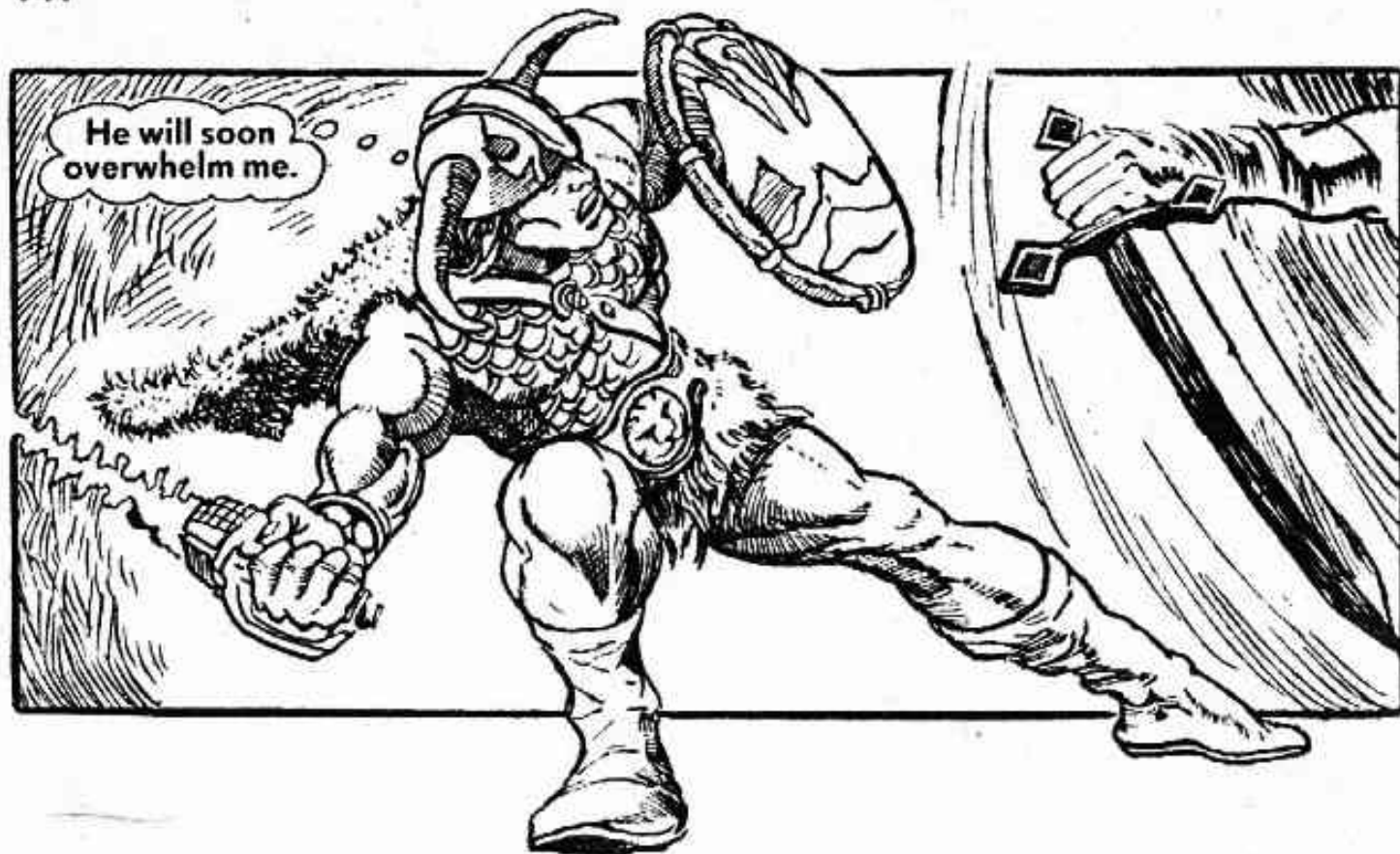
Aye . . . and when it is
dark, I shall attack.

You defend well!

140 AS DAYLIGHT FAILED, SO DID THE POWER OF AXEL'S SWORD—



141



142

AXEL FOUGHT DESPERATELY TO FEND OFF THE
GROWING POWER OF THE LORD OF DARKNESS—

He all but has me . . .
I shall have to run.

SHOULD AXEL RUN? IF YOU THINK SO, GO TO PIC 143. IF YOU
THINK HE SHOULD FIGHT ON AGAINST OVERWHELMING
ODDS, TURN TO PIC 146.

143 AXEL TURNED AND RAN ...
BLINDLY THROUGH THE
FREEZING COLD NIGHT
AIR. EXHAUSTION GRIPPED
HIM.



THE MOUNTED NORDMEN SOON
CAUGHT UP. 144



145

I wish to
see you die!



SO AXEL'S TASK ENDED IN
FAILURE, LEAVING THE EVIL
LORD OF DARKNESS TO
CONTINUE HIS GORY PATH.
GO BACK TO PIC 131.

146

First blood!



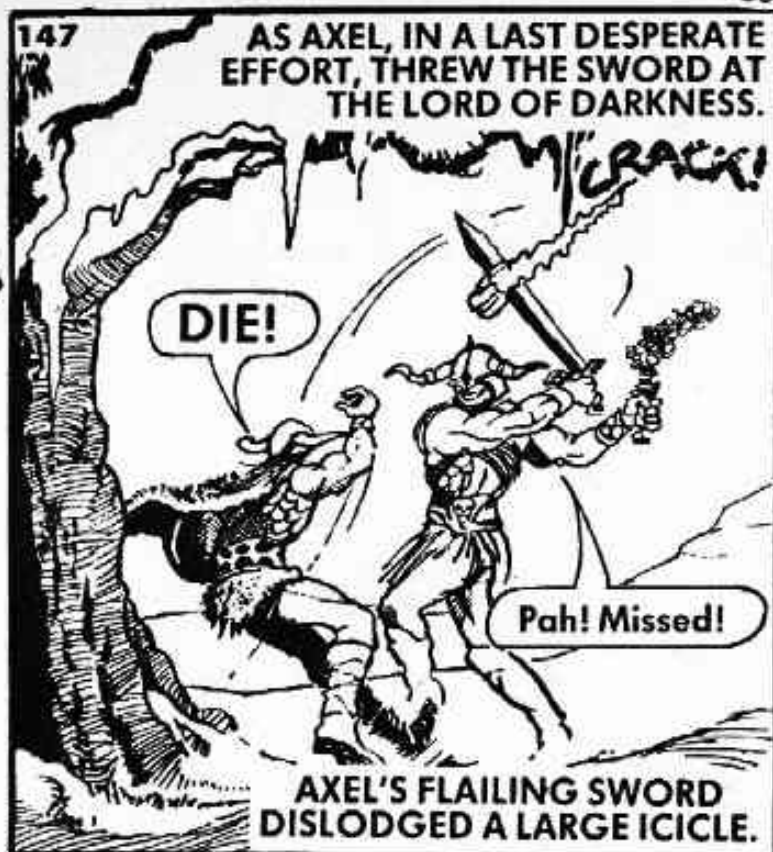
147

AS AXEL, IN A LAST DESPERATE EFFORT, THREW THE SWORD AT THE LORD OF DARKNESS.

DIE!

Pah! Missed!

AXEL'S FLAILING SWORD
DISLODGED A LARGE ICICLE.



148

Now you are
at my mercy ...

AND HE IS ... UNLESS ... UNLESS WHAT?
IF YOU HAVE AN IDEA, MAKE A NOTE
AND GO TO PIC 150. NO IDEA, THEN
CONTINUE.





SO NEAR HIS GOAL, YET AXEL HAS FAILED. RETURN TO PICTURE 1 TO RESTART THIS NEVER ENDING TALE OF DESTRUCTION.



BUT AXEL HAD TWISTED ASIDE TO GRASP HIS ONE CHANCE OF VICTORY.

AXEL THREW THE ICICLE WITH ALL HIS POWER.



OFF GUARD, THE LORD OF DARKNESS FELL VICTIM TO AXEL'S IMPROVISED LANCE.



WITH THEIR TASK DONE, AXEL AND MOUSE RODE SOUTH IN SEARCH OF MORE EVIL AND ADVENTURE.

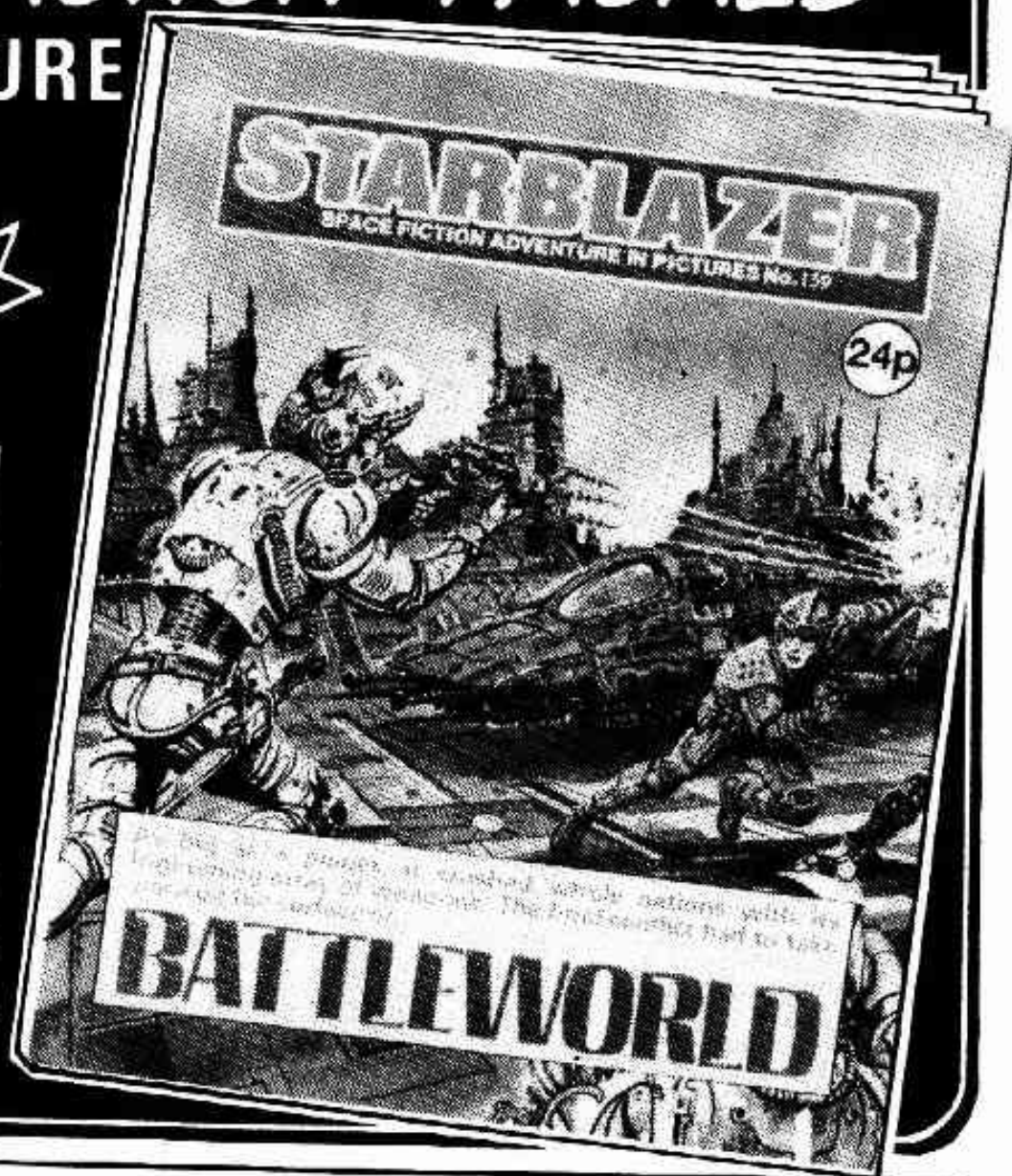


WELL DONE! YOU HAVE GUIDED AXEL TO TRIUMPH. BE OF GOOD CHEER. AXEL SHALL RETURN . . . AND HE'LL NEED YOUR HELP.

DON'T MISS THIS MONTH'S
OTHER *ACTION-PACKED*
ADVENTURE



NOW
ON
SALE



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90

GUIDE TO THE SPACEMEN

A member of the joint Soviet Union-East German crew of Soyuz 31 was Lieutenant Colonel Sigmund Jahn. He flew for 7 days 20 hrs 49 mins starting August 26, 1978 and was the first East German in space.